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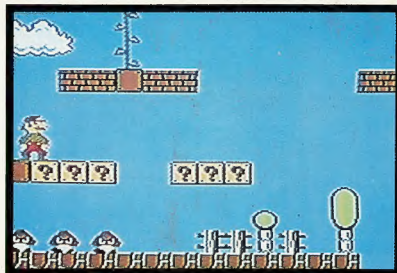
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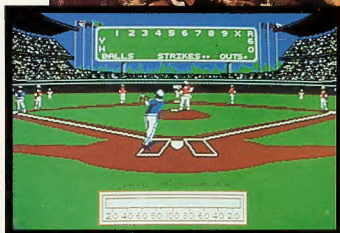
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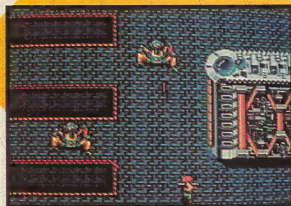
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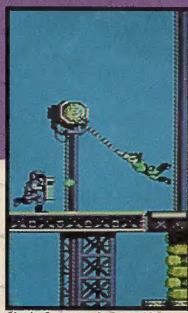
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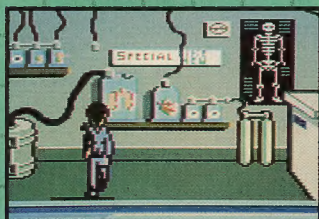
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The EDITORS' VIEW

Welcome to the premiere issue of *Game Player's*! It's an exciting new kind of videogame magazine—one that covers the whole range of electronic gaming, no matter what kind of videogame machine or computer system you have. You'll find lots of interesting news and advice in every action-packed issue of *Game Player's*, whether you have a Nintendo, Sega, or Atari game machine, or an IBM, Tandy, PC-compatible, Commodore, Amiga, Apple, or Atari computer.

Game Player's is your dependable source for the latest news about personal computer games, videogame cartridges, new videogame systems, joysticks, accessories, and even coin arcade games. We'll also keep you up to date on the latest gaming news from Japan, Europe, and elsewhere around the world.

Our reviews are honest and are based on thorough testing—but are also short and to the point. Our columns give you the straight facts without wasting your time.

Let's take a quick look at what you'll find in this issue of *Game Player's*, as well as in future issues.

Each issue kicks off with our featured Games of the Month—one for Nintendo (the world's most popular videogame system by far), and another for IBM PC compatibles (the world's most popular personal computer system by far). Each one examines a hit game in detail, with lots of color screen photos.

This issue, for example, we're featuring *Super Mario Bros.* as the Nintendo Game of the Month and *Genghis Khan: A Study of Regal Principle* as the PC Game of the Month. Both in-depth features give you a close-up view of these exciting games.

By the way, we're actually receiving more requests for help on *Super Mario Bros.* than for the sequel. So we decided to provide detailed hints and tips for *Super Mario Bros.* now, and tackle *Super Mario Bros. 2* in the future.

For the lowdown on the latest games, take a look

at our review section. We review games for the Nintendo, Sega, and Atari videogame machines, as well as games for all popular personal computers.

To keep abreast of the newest upcoming games and other products, check out our "News & Previews" section. To find out what's happening in the wide universe of videogaming, take a glance at "Player's World." It offers interesting news and tidbits from places as diverse as Hollywood and Japan.

Do you need help getting past the purple dragon in the haunted castle or the master ninja on level 13? Turn to "The Tip Sheet." Each issue, we'll provide answers to your most perplexing game questions—and print strategy tips contributed by your fellow game players, too.

If you want information about your particular videogame machine or personal computer system, turn to our columns. Each issue of *Game Player's* has regular columns that cover videogaming on every popular system: Nintendo, Sega, Atari 2600/7800, PC compatibles, Commodore 64/128, Amiga, and Macintosh.

We have two special columns as well: "Cheap Thrills" and "Arcade Action." In "Cheap Thrills," you'll discover the great computer games available for free (or very minimal cost) as public domain programs and shareware. And "Arcade Action" keeps you up to date on what's happening in the coin arcades.

To see which games are current hits throughout the country, turn to "Chartbusters." It's a bestseller list for videogames and computer games.

Another informative feature is "Guidepost: The Hot 100." Our writers and testers are constantly evaluating dozens of games here at *Game Player's*, and "The Hot 100" sums up our impressions.

Finally, don't miss "The Gamer's Hall of Fame." Here's where we honor game players who have gone above and beyond the call of duty. To appear on this page yourself, send us a picture of your best high-score screen and a recent photo of yourself. (And while you're at it, include your favorite hints and tips; see page 95 for details.) If you're picked for "The Gamer's Hall of Fame," you'll win a free *Game Player's* t-shirt!

Tom R. Halfhill
Editor-In-Chief,
Game Player's

GP

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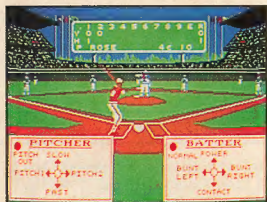
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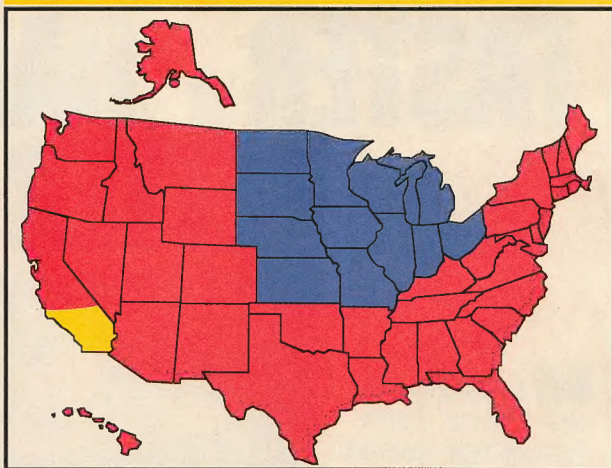
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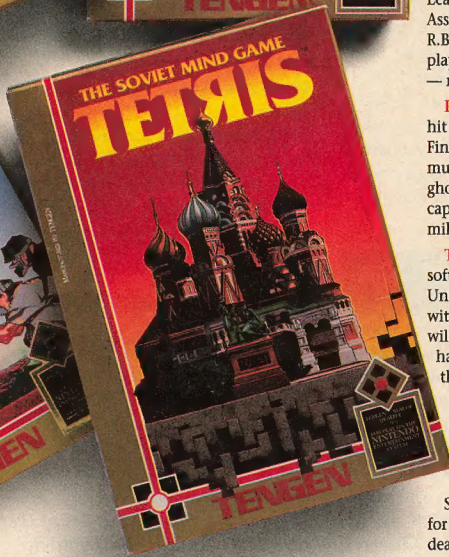
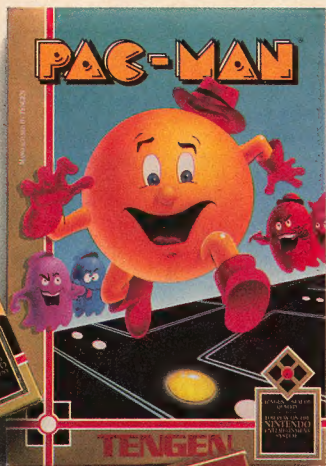
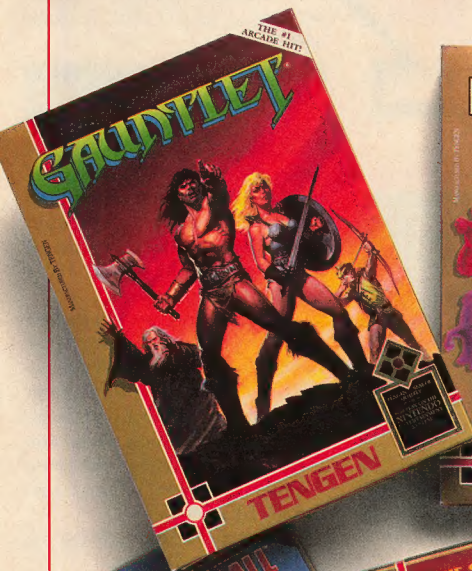
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Double Dragon & Castlevania II

Do you have any secrets for beating the big boss Willy in the Nintendo version of *Double Dragon*? Also, in *Castlevania II: Simon's Quest*, how do you find all of the mansions to collect Dracula's missing parts? And how do you find Dracula's castle?

Adam Acevedo, California

Willy is a particularly nasty enemy because he avoids hand-to-hand combat in favor of a machine gun. Don't let him shoot you! One way to defeat Willy is to maneuver him off the screen near the bottom of one of the side walls. When he tries to get back on the screen to fight you, kick him repeatedly. This usually works better than trying to defeat him out in the open.

It would take too much space to describe how to reach all of the mansions and Dracula's castle in *Castlevania II: Simon's Quest*. Besides, several alternate routes are possible. You can reach one of the mansions, however, by using your magic crystal on the shores of Yuba Lake. This opens up a secret passage.

Secret Codes For Gauntlet And Contra

In a recent issue of your *Game Player's Nintendo Strategy Guide*, you printed codes for starting halfway through *Gauntlet*. The codes for Thor and Thyra were fine and helped me a lot. I have progressed to room 79 with Thor and collected seven of the eight parts to the combination of the vault. But the codes for Quester and Merlin did not work. I would appreciate it if you could print



Do you have any questions about your favorite videogames and computer games? Or do you have any hints and tips to share with your fellow game players? If so, write to The Tip Sheet, *Game Player's*, P.O. Box 29364, Greensboro, NC 27429. Due to volume of mail we receive, we regret that we cannot provide personal answers to game questions.

the correct codes in an upcoming issue.

I can supply a code that lets you start *Contra* with 30 lives. You must push Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start. You may have to try it more than once, as it doesn't always work.

Ben Barnard, Maryland

The passwords we revealed for Quester and Merlin in *Gauntlet* substituted the letter "S" for the number "5." To avoid more confusion, we'll repeat all of the passwords, which let you start halfway through the game with powers, bombs, and keys. Thor: BC3-SY9-ISS, and the first two letters of the combination are R and X. Thyra: NRF-TTU-NR7 with symbols C and 3. Merlin: UTL-D5T-LGT with letters

G and W. Quester: 77F-TA1-NL5 with letters W and I.

The code you suggest for *Contra* does indeed let you start the game with 30 lives.

Upcoming Nintendo Games

I have some comments and questions about Nintendo games. First of all, is there any way you could profile the upcoming game *A Nightmare on Elm Street*? I'm a real Freddy fan.

By any chance, will there be a *Super Mario Bros. 3*? Ever since Nintendo introduced *Super Mario Bros. 2* I've had this thought in my head about a game with some of Nintendo's famous characters (heroes and villains) in one game — good versus evil — or a transformer-like game.

Raymond Gardner, Missouri

A Nightmare on Elm Street is being produced by LJN Toys. We recently checked with LJN, and they said they've just started working on the game and it won't be released until the fall — probably October. Before then, however, we'll be able to give you an advance look at some of the screens and graphics. Watch future issues of *Game Player's*.

There will definitely be a *Super Mario Bros. 3*. In fact, this game has already been available in Japan for a few months. (The Japanese videogame market is often one to two years ahead of the U.S. market.) We've seen *Super Mario Bros. 3* in action, and it's a great sequel. We will have an exclusive report on this game in the near future.

GP

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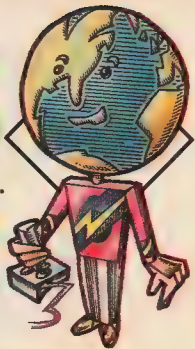
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PLAYERS



NINTENDO IN JAPAN

EDWARD J. SEMRAD

In Japan, as in America, the most popular video-game system by far is the Japanese-made Nintendo. It's similar to the Nintendo Entertainment System (NES) that has

storm over the past three years, but it differs in some intriguing ways. For one thing, if you shout at a Japanese Nintendo machine at the right time in some games, you get bonus points!

In Japan, Nintendo's system is called the Family Computer, or Famicom. It was introduced way back in 1983, a full three years before Nintendo's debut here. The Famicom was an immediate hit. In six years, more than 13 million systems have been sold. One in every three Japanese households now owns a Famicom. (In America, which has a much larger population than Japan, about 11 million Nintendo machines have been sold — about one for every eight or nine households.)

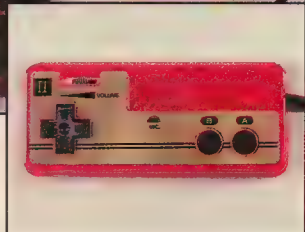
The Famicom looks and works much like our NES. Both systems are built around an eight-bit computer, and both use plug-in cartridges. There are a few minor cosmetic differences: On the Famicom, the on-off switch and reset button are on top of the system,



Here's what a Nintendo machine looks like in Japan. It's called the Famicom.

along with a cartridge eject button. Cartridges are inserted vertically into the top of the machine. And the game controllers are wired directly into the Famicom, with only one external jack for plugging in a special controller.

Other differences are more significant. For instance, the player 2 controller on the Famicom has a microphone so that players can actually talk to the game! In certain games, players who shout into the microphone at the right moment get additional bonus points,



Notice the built-in microphone on this Japanese Nintendo controller.



An important accessory for the Famicom is this floppy disk drive.

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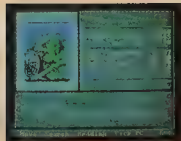
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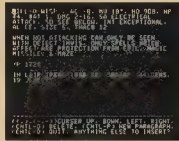
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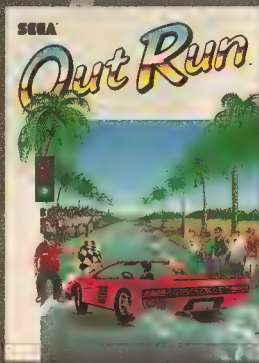
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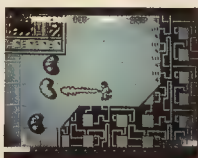
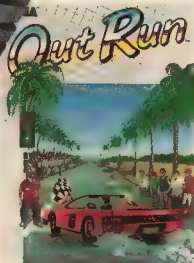


Hot car. Hot music. Hot scenery—beaches, cities, snowy mountains, deserts and the blonde next to you will tempt you to take your eyes off the road. At close to 300 KPH, our advice to you is a 4-letter word. DON'T.

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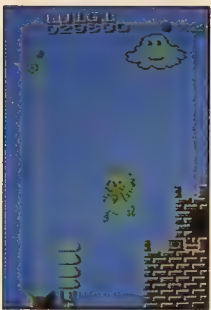
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One unusual feature of the Japanese *Super Mario Bros. 2* is these upside-down pipes.



Reverse warps — such as this warp from level 3 to level 1 — are also possible.



A closeup of the game graphics in the Famicom version of *Super Mario Bros. 2*.

In Japan, *Super Mario Bros. 2* comes on a disk, and has more screens and features.

secret screens, or round-select options.

A wide variety of special accessories is available in Japan. These range from the unusual (such as a computerized knitting machine), to the latest in liquid-crystal 3-D glasses (like those sold in the U.S. for Sega systems), to controllers with built-in stereo jacks (just plug in your Walkman headphones, and enjoy your favorite game in stereo!).

But the accessory that really sets the Famicom apart is the floppy disk drive. It uses three-inch disks, much like those used with many personal computers. Why use disk instead of cartridges? Because they offer much greater memory capacity. Like personal computer games, the disk-based Famicom games typically have more screens and better graphics.

In addition, the disk drive allows Japanese game players to buy new games from the comfort of their homes without waiting in lines at stores. This is made possible by adding another accessory

PLAYERS

to the Famicom — a modem. Like the modems available for personal computers, this device allows Famicom owners to hook up their systems to the telephone lines and receive data remotely.

There's another important advantage to disk-based games: Disks are cheaper and easier to make than cartridges. As a result, Japanese players don't have to put up with the game shortages that frustrate Nintendo fans in the U.S.

Partly because of this, the Japanese videogame market is six months to two years ahead of the U.S. Japanese players are already enjoying *Super Mario Brothers 3*, *Predator*, *Arkanoïd 2*, and the entire *Dragon Quest* series. And due to legal differences between the U.S. and Japan, Sega hits are also regularly converted for the Famicom. Famicom players are enjoying their versions of *Wonder Boy*, *Fantasy Zone 2*, and *Alien Syndrome*.

Will we ever see the Famicom disk drive for our NES? Probably not. The videogame companies — including Nintendo, Sega, Atari, and NEC — are planning to introduce even more powerful game systems in the near future. These systems will be based on 16-bit computers and will have much improved graphics, sound, and gameplay. Sega and NEC already are selling their 16-bit systems in Japan, and Nintendo's version is scheduled to be released there in July. Watch future issues of *Game Player's* magazine for detailed reports of these exciting new machines.

GP

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PLAYERS

FACE-TO-FACE ...WITH SCOTT CURTIS

Jason R. Rich

By now, it seems like just about everyone with a VCR has rented or purchased the *E.T.* videocassette, the best-selling videocassette of all time. *E.T.* has been boosted by a multimillion-dollar TV advertising campaign sponsored by Pepsi-Cola. And featured in the Pepsi/*E.T.* commercials as "Elliot" is 12-year-old actor Scott Curtis — who is also a devoted Nintendo fan.

Scott reached stardom on the TV series *Aaron's Way*. Although that series has been canceled, he continues to appear in numerous TV commercials and TV shows. He has been a guest star on *Growing Pains*, *General Hospital*, *Golden Girls*, *The Hogan Family*, and *Highway to Heaven*. He will also be starring in a soon-to-be-released movie, *Cameron's Closet*.

Scott lives with his parents in Van Nuys, California, a suburb of Los Angeles. When he's not acting, he spends his time watching TV, riding bikes with his friends, playing all types of sports, and enjoying Nintendo games. "My Nintendo system is in my room, so I have it all to myself," he laughs. "My parents sometimes use it to



Scott Curtis — who plays Elliot on the TV commercials for the *E.T.* videocassette — is a rising young actor and avid Nintendo game player.

Super Mario Bros. 2, Scott's favorite game.

play *Wheel of Fortune*."

Scott has about a dozen Nintendo cartridges, and his favorite is *Super Mario Bros. 2*. "I also like *Double Dribble*, *Contra*, and *Wheel of Fortune*."

Scott enjoys Nintendo so much that he usually spends one or two hours a day playing Nintendo games. "I really like the graphics. They're totally awesome."

To improve your scores, no matter which game you're playing, Scott offers a few hints: "Remain calm, and read the instructions for the game. It is important to understand all of the rules." For instance, another of Scott's favorites is *Wizards and Warriors*, which he describes as fun, but difficult. "You have to understand how the game works, and how to use your special powers in order to do well."

One Nintendo cartridge that Scott is looking forward to getting is *Town & Country Surf Designs* (recently renamed *Wood 'n' Water*



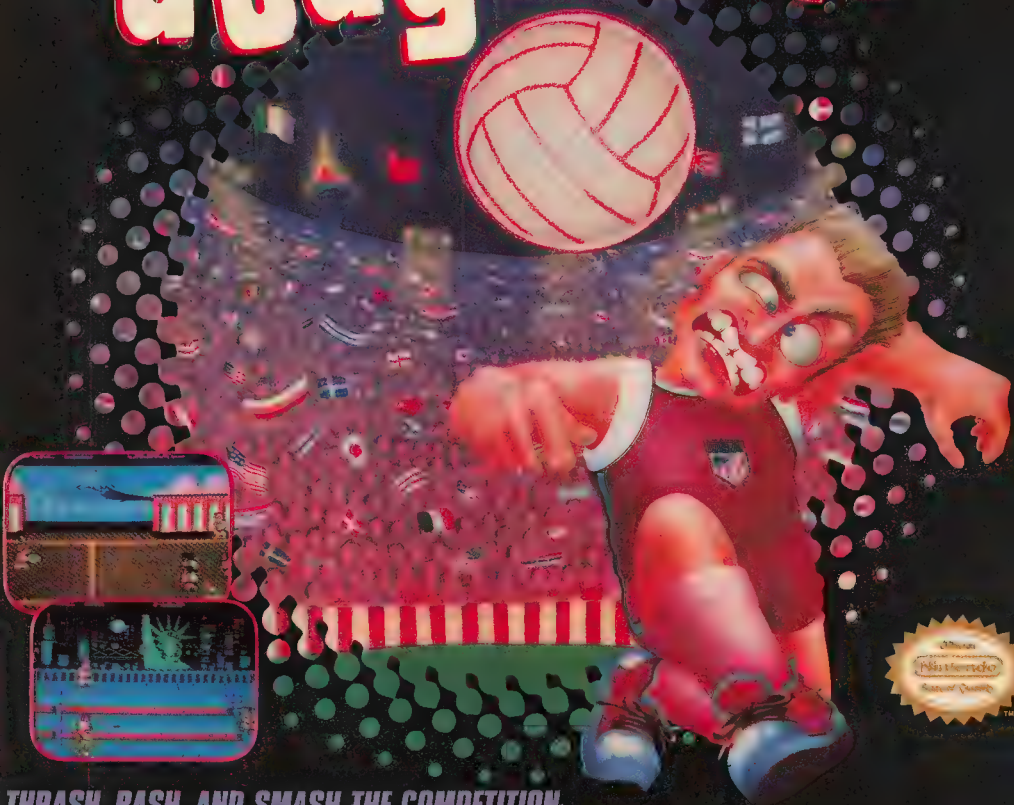
Rage). "It's an exciting skate and surfing action game," says Scott, who — like many Californians — loves hanging out at the beach.

Life as a young actor isn't all fun and games, though. It's hard work, but rewarding. "It's nice to be a successful, working actor. Once, when I was in a commercial for a chain of pizza restaurants, I had to eat 36 slices of vegetarian pizza in one day. I'll never forget it."

In addition to appearing in the Pepsi/*E.T.* commercials, Scott will soon be featured in another national commercial. "I think the *E.T.* commercial was really good. The special effects are cool! Besides, how many kids actually get to meet and work with *E.T.* in person?"

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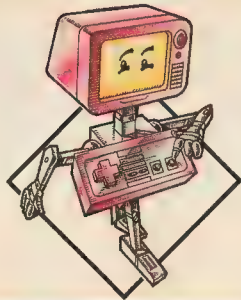
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ENTERTAINMENT
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In the days before Christmas, people hunting for Nintendo cartridges to stuff into the stockings of their loved ones mainly found empty racks. Every new game seemed to be in short supply.

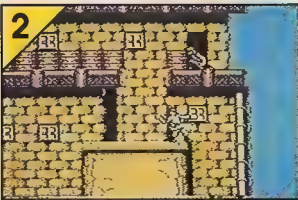
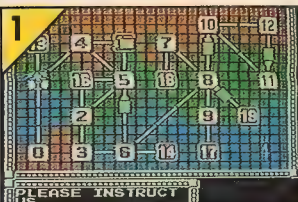
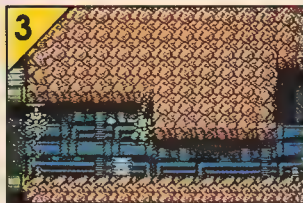
But since January there has been a consistent stream of new releases. Even *Super Mario Bros. 2* and *Double Dragon* are now avail-



NINTENDO NEWS

New Titles Perk Up Nintendo Library

Leslie Mizell



able. And it seems the new releases have more personality than games of the past — which all too often seemed interchangeable, like clones of each other. Certainly *Amagon*, *Bubble Bobble*, and *Golgo 13* are not imitations of games that have come before.

Bionic Commando

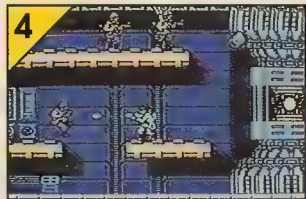
Neither is *Bionic Commando*, Capcom's new adventure. Okay, our hero is single-handedly battling hordes of heavily armed soldiers, trying to rescue Super Joe, and attempting to destroy the Imperial Army's arsenals at the same time. And yes, he's armed with a gun that gets more powerful throughout the game until it becomes a "hyper bazooka."

Still, the *Bionic Commando*

does not run, jump, and karate chop his way through enemy lines. Instead, he has a special grappling mechanism called a bionic arm. When he reaches a chasm, or when he needs to reach a high ledge, he just shoots a wire (remember Spiderman?) which is immediately anchored. Then he can either jump across the chasm or raise himself to the ledge.

The game begins on a map of 19 areas. The helicopter which drops the Bionic Commando can travel to any of the zones. Watch out for enemy trucks, however, because when you run into one, you automatically descend and battle the enemy. Areas 1 through 12 are each different, with dangerous missions to complete. Areas 13-19 are "neutral zones." They contain masses of enemies to defeat, but always in the same patterns. You'll pick up vital supplies in the neutral zones that you'll need to complete other areas. A flare gun in zone 13, for example, lights the tunnel in area 4 so you won't have to battle soldiers in the dark.

When you encounter the enemy, you descend into one of two locales—a beach or a desert. Here, you fight the enemy on a short,



- 1 Study the *Bionic Commando* map to decide when to descend and when to transfer.
- 2 In area 1, you should quickly get behind this soldier and shoot him before he shoots you.
- 3 This power beam is deadly, so hoist yourself up and shoot out the generator.
- 4 Fire directly into the core of the main system to destroy it, but watch for soldiers!
- 5 When you eliminate armored soldiers in the vertical scrolling scenes, you earn eagles worth extra fire-power.

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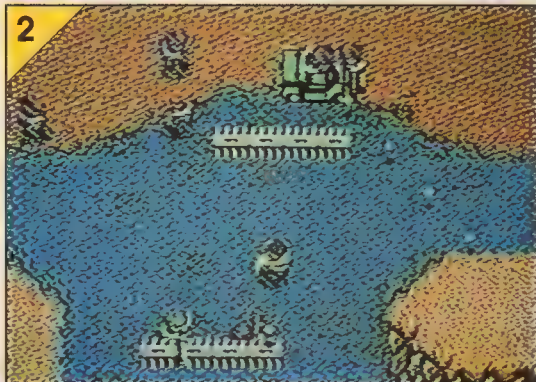
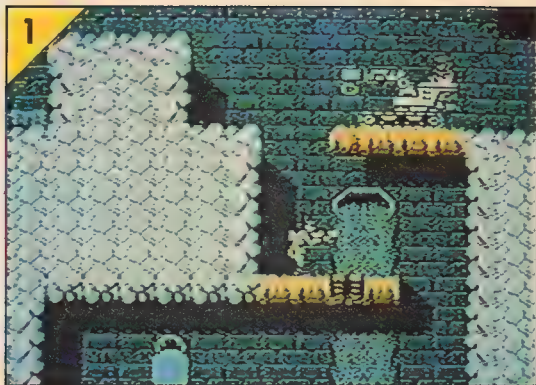
vertically scrolling series of screens. You can use the bionic arm like a mace, swinging it from side to side. If you defeat certain soldiers, you'll pick up extra firepower. If you make it to the end of the scene, you'll earn two chances to continue after you've been killed three times.

Bionic Commando is a truly enjoyable game. Aside from mowing down the enemy, you get to send your daring young man flying through the air like Tarzan. There's also an interesting contrast between areas. You might avoid the deadly flow of killer puddles on one screen, then swing high in the air to move beyond bottomless snowdrifts on another. And since you can choose your own path through the game, you might never play the same way twice.

Indiana Jones And The Temple Of Doom

Grab your bullwhip and fedora and get ready for a wild ride through the tunnels of the Temple of Doom. Mindscape's *Indiana Jones and the Temple of Doom* preserves the most exciting moments of the hit movie and adds some new dangers as well.

That evil pagan priest, Mola Ram, has kidnapped the children of Mayapore and put them to work as slaves in his gemstone mine. He has also stolen the Sankara Stones,



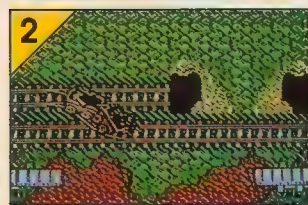
1 Blue puddles threaten to drag you over a precipice, and this crane caterpillar wants to smash you flat.

2 There's extra energy to be found by knocking out this jeep in the beach scenes.

3 You'll disappear into snow drifts unless you can swing across them.

holy relics to the people of Mayapore. Archaeologist and adventurer Indiana Jones has infiltrated the mine and is trying to rescue the children, find the stones, and avoid deadly bats and Thuggee guards.

The Temple of Doom is divided into a dozen levels. Each of the first eight levels has two rooms. There's a locked door in each



room, and the key is in the opposite room. Indy must rescue the children, who will then give him pistols, swords, extra lives, keys, and pieces of a map.

At the end of level 9, you have to enter a map room that depicts the six interconnecting rooms of level 10. The secret exit is marked with an X, so if you don't have all 25 pieces of the map, you may end up wandering aimlessly. On level 11, you need all three Sankara Stones to exit. And on the final level, you must work your way across a rope bridge to your final battle against Mola Ram.

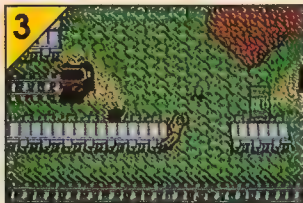
The Temple of Doom is an entertaining maze adventure, but it suffers from characters that are too small. It's often hard to maneuver Indy along ledges or conveyor belts, and you usually can't see his whip even when he's using

NINTENDO NEWS

it. However, the game does give you ample chances to finish — you have five lives, and, by pressing two buttons, you can continue the game on the last level you've reached.

Rampage

Rampage was a very popular arcade game before it was brought to Nintendo by Data East — and with good reason. For an experienced player, the game provides a lot of playing time for a quarter. The Nintendo game is perfect for a beginner to videogames, because



- 1 When Indiana Jones rescues the slave children, they give him weapons such as this pistol.
- 2 You'll have to be careful when traveling in mine cars, or you'll risk a collision.
- 3 If he can't jump over a gap, Indy just swings across with his whip.
- 4 Each level has two rooms. The key found in one room unlocks the door in the other.
- 5 Stun the Thuggee guards with Indy's whip, and they'll fall into the lava.

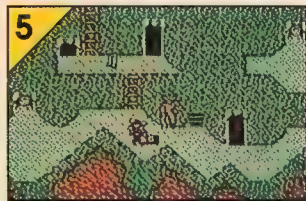
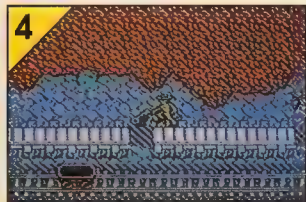
you literally can't die unless you want to.

As either George the Ape or Lizzie the Lizard (or both, if two people play), you are a monster who is determined to destroy 128 cities in the United States. Wreaking all kinds of havoc, you invade the cities; grab people from their apartments; crush the police cars, helicopters, and tanks that bombard you with missiles; and punch huge holes in buildings, looking for anything edible.

But you can't grab just any fast food. Turkey, coffee, hamburgers, and fish bowls will nourish you, but if you grab a cactus, toaster, or candle, you'll be left with a bad taste in your mouth. And even when you're seven stories up, you'd better keep an eye on the ground. There's a demolitions expert who's trying to bring down the buildings — while you're climbing on them.

A power bar at the top of the screen shows your energy level, but even if you die (and transform into a human), you just push the B button to become a monster again. If you push the B button within five seconds, you won't even lose your score!

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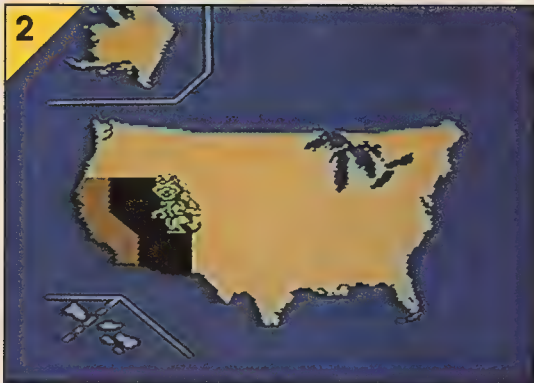
together, or they can work against each other. That means when one player loses energy and becomes a human, the other can grab him up for a snack. After all, it's a monster-eat-monster world out there.

A U.S. map shows your progress. As you destroy each area, a black chunk of America comes tumbling down to fill the map. A brown area indicates a region only partially eaten. But with more than 120 cities to devour, it can take that map a long time to fill up. *Rampage's* biggest drawback is tedium. Few people will have the patience to finish the game. But for a while, at least, it's a pleasant change not to lose every five or ten minutes.

Bandai Golf: Challenge Pebble Beach

Golf games are gaining popularity on the Nintendo with the release of SNK's *Lee Trevino's Fighting Golf* and the re-release of Nintendo's *Golf*. Another golf game, *Bandai Golf: Challenge Pebble Beach*, is Bandai's first venture into sports games.

In *Bandai Golf*, you have a bird's eye view of the 18-hole course and a side view as well. The cross-sectional side view shows the hidden slopes and rises that can make a stroke go astray. In addition, you can always select one of two closeups of the green.



1 George the Ape can jump to punch a helicopter out of the sky in *Rampage*.

2 The brown areas on the map are partially conquered; the black areas are destroyed.

3 Lizzie can enjoy lunch while a building falls, but she needs to watch that nearby thundercloud.

No other training—in school, on the job, anywhere—shows you how to troubleshoot and service computers like NRI

HARD DISK

20 megabyte hard disk drive you install internally for greater data storage capacity and data access speed.

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Only NRI walks you through the step-by-step assembly of a powerful XT-compatible computer system you keep—giving you the hands-on experience you need to work with, troubleshoot, and service all of today's most widely used computer systems. You get all it takes to start a money-making career, even a business of your own in computer service.

No doubt about it: The best way to learn to service computers is to actually build a state-of-the-art computer from the keyboard on up. As you put the machine together, performing key tests and demonstrations at each stage of assembly, you see for yourself how each part of it works, what can go wrong, and how you can fix it.

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You start by assembling and testing the "intelligent" keyboard, move on to test the circuitry on the main logic board, install the power supply and 5¼" disk drive, then interface your high-resolution monitor. But that's not all.

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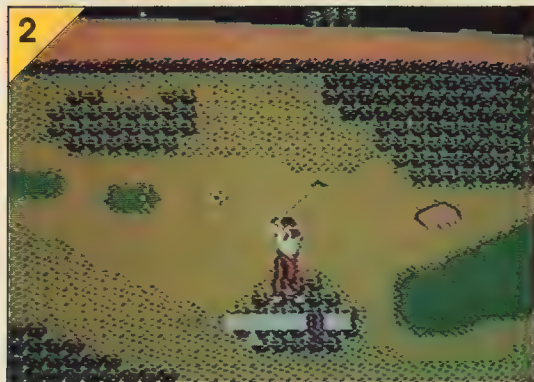
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NINTENDO NEWS



You can tee off from either the regular or back tee and set your own handicap in *Bandai Golf*. The entire fairway and green may not always be in view (though you can scroll to the green), but the game tells you the wind direction, the distance to the hole, and even suggests a club.

You aim your stroke with the cursor, making adjustments to avoid sand traps, wooded areas, or water hazards. Use the A button to make the stroke: One push starts the backswing, another the downswing, and a third push hits the ball. When you've sunk your putt, the game indicates if you've scored a double eagle, eagle, par, bogey, double bogey, or triple bogey. Any hole with more strokes than a triple bogey registers as "???", which means you need a little more practice.

Be sure to study the instruction manual, which spells out the wind direction and hazards of each of the 18 holes, as well as the possible club selections for different kinds of strokes.

GP

- 1 Use the cursor to aim your stroke in *Bandai Golf*, making allowances for wind and turf conditions.
- 2 Push the A button to start your backswing, your downswing, and then again to hit the ball.

- 3 You can't always trust the game's advice, but it is helpful when setting up a putt.

INTRODUCING

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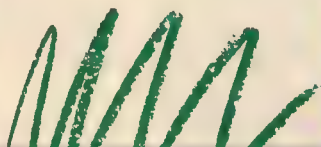
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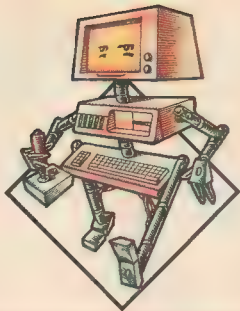
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PASS ALONG TO A FRIEND!

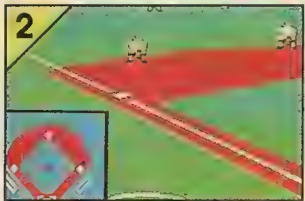
All right, I admit it. I get excited about the return of baseball. I follow the results during spring training. I make a few phone calls about season tickets, hoping that somehow they're on sale for 70 percent off. And I watch the season opener and home opener as if each was the seventh game of the World Series.



PC PLAYERS

Take Me Out To The Videogame

Neil Randall



One more confession. When spring training begins, I find myself searching for my computer baseball games. I play Accolade's *Hardball* while watching a game on TV. I look to Gamestar's *Pete Rose Pennant Fever* when I want to test my skills at building a franchise. Mondays, with the sports pages in front of me, I boot up Electronic Arts' *Earl Weaver Baseball*, change some statistics, and play the games my favorite team will be playing that week.

Why do I have three baseball simulations? Because each one has its own particular focus. *Hardball* is purely an action game, with an emphasis on the classic confrontation between pitcher and batter. *Pete Rose Pennant Fever* is a franchise-building game, in which you have ten seasons to assemble a

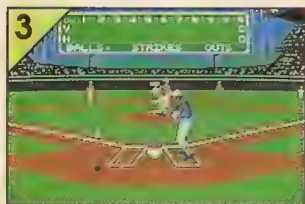
championship team. *Earl Weaver Baseball* focuses on managing the individual game; all of its many features are designed with that in mind.

Hardball

In *Hardball*, the screen you see most often shows your pitcher (either left-handed or right-handed) preparing to throw to the plate. It's the classic viewpoint of televised baseball, as seen from somewhere in left-center field.

The menus at the bottom of the *Hardball* screen show your options. Using the keyboard, joystick, or mouse, you select the pitch you wish to throw. If you're batting, you choose to bunt, steal, or swing away.

Once the defensive player has selected the pitch, and the offensive player the batting option, the menus change. Now the pitcher chooses a location for the pitch, while the batter selects whether he will swing high, low, inside, or outside. When you're batting against a human opponent, the catcher's glove moves as a signal to where the pitch might be going. When playing against the computer, you're at a distinct disadvantage — the glove does not



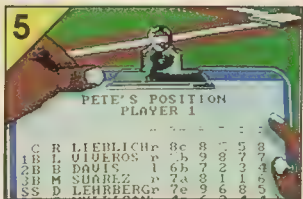
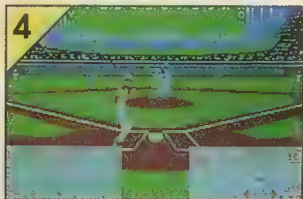
1 *Hardball*: The pitcher-batter screen.

2 *Hardball*: Fielding a batted ball.

3 *Pete Rose*: The main view from behind home plate.

4 *Pete Rose*: The pitcher-batter screen.

5 *Pete Rose*: Selecting Pete Rose's position.



"... a remarkable piece of simulation software."

(PC Week, December 1987)



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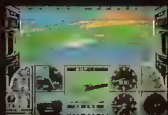
(COMPUTE!'S PC Magazine, May 1988)

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(Family Computing, June 1987)

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PC PLAYERS

move.

If the batter hits the ball, the screen changes. If it's a grounder, for instance, the defensive player moves the closest fielder in order to stop the ball from rolling through the infield. You simply move the fielder, get the ball, point the joystick toward the desired base, and press the button to throw the ball. While this is going on, the batting player runs the bases. Running to first is under computer control, but beyond that, the running is largely up to you.

Pete Rose Pennant Fever

Pete Rose Pennant Fever combines a pitching-batting game with on-field and front-office management features. The game gives you instructions for a quick start, but you'll soon want to progress to the full game.

As the front-office manager, you have ten seasons to put together a championship team by drafting rookies and signing free agents. As in real baseball, good rookies aren't cheap, and free agents are incredibly pricey, so you have to choose wisely. You begin with only \$1 million to spend, and blowing it all on a free agent probably won't help you six years down the road.

Pete Rose Pennant Fever is sanctioned by Pete Rose himself, so it's not surprising that you can use Pete in your lineup. As field manager, your first task is to choose a

place for Pete to play. As it turns out, this is one of the most pleasant tasks of all, because Pete is such a superb player.

After choosing your pitcher and starting lineup, you and your opponent take the field. Exactly the opposite of *Hardball*, the pitcher-batter confrontation is shown from behind the plate, while fielding gives you the picture from the outfield. The perspective is probably more realistic than any other computer baseball game, but it takes a long time to master the art of moving your fielders toward

the ball. Things can get confusing very quickly, especially when ground balls are hit to the infield.

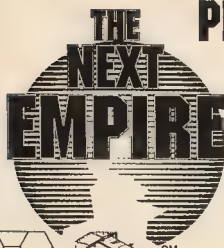
As in *Hardball*, each pitcher has a selection of pitches. When your team is in the field, you select your pitch (using the joystick or keyboard) from those shown on the menu, then decide how to aim the pitch. If you're playing the batter, you can choose between a bunt (left or right), hitting for power, hitting for contact, or just a normal swing.

When you field a batted ball, a power bar appears on the screen.



1 Pete Rose: The outfielder's power bar indicator.

2 Pete Rose: The view from the outfield after a hit.



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PC PLAYERS

individual seasons, but some of the fun is watching the all-stars from the various eras play each other.

Each team's roster shows a range of stats, and selecting an individual player reveals a total statistical profile. And you can change these stats whenever you want.

When the baseball game itself begins, the view is from behind the catcher. On the left is an over-view of the field, while the right part of the screen shows the pitcher and batter in detail. When you hit the ball, the pitcher-batter view gives way to a wider view of the playing field.

If you've chosen to play and not just manage, you control the pitch by maneuvering the joystick or mouse, or by pressing certain keys. Fast, slow, curve, inside, outside, low, high — a pitcher's entire arsenal is available. Batters swing high, low, inside, or outside, and making contact is often the most difficult part of all.

When the ball is hit, all the fielders move. In real baseball, of course, nobody on the field just watches. Players move into covering positions, and *Earl Weaver* makes this happen. There's even a cut-off man to throw to, and the catcher can prevent a throwing error from allowing an extra base.

But it's the managing game

Earl Weaver Baseball

The screenshot shows the Macintosh Plus desktop with three windows open. The 'General Rules' window is at the top, listing rules for the game. The 'Major League' window is on the left, showing a list of players. The 'Earl Manager' window is on the right, showing a list of managers. The desktop background is a solid color.

General Rules	
To Play Park	- Select Park
- Name New League	- Designated Hitter
- Population Count	- Player Count

Major League	
Practice	- General Manager
Look at Park	- Display Stats
- Continue Game	- Cancel Game

Earl Manager	
Major League	- Major League
Major League	- Cancel Game
Cancel Game	- Earl Manager

1 *Pete Rose: Picking a ball club.*

2 Earl Weaver: The pitcher-batter screen.

3 Earl Weaver: Team selection and options.

4 Earl Weaver: The General Manager screen

5 Earl Weaver: Pop-up strategy menus.

[illegible]

5

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Dance
2:16
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READY

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2:2 Earl

3:3 Conner

4:4 Guard

5:5 Cold

6:6 IF Shift

7:7 IF Dpth

8:8 IF Shift

9:9 OF Dpth

10:10 IF Dpth

11:11 IF Dpth

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GAME PLAYER'S

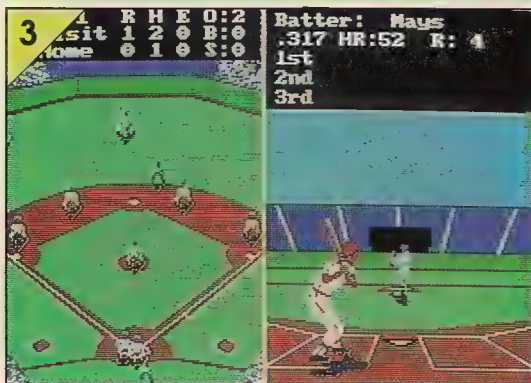
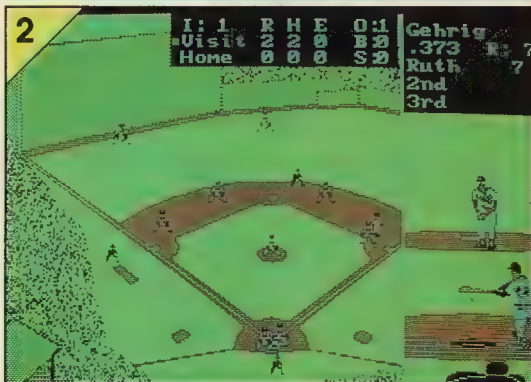
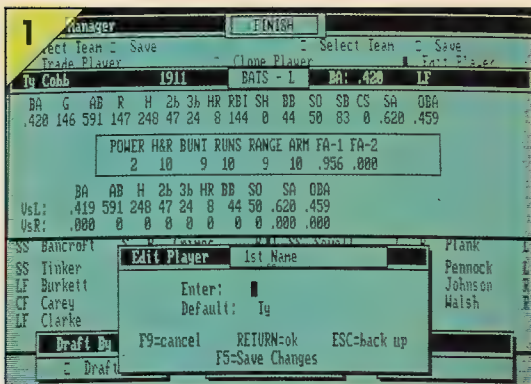
PC PLAYERS

that sets *Earl Weaver* apart from the other baseball simulations. You have full control over your lineup and your substitutions. You can alter the placement and depth of both infield and outfield players. You can ask Earl's advice, or you can arrange a conference on the mound. You can call for aggressive or cautious base-stealing. The game even differentiates between the hit-and-run and the run-and-hit.

So which baseball game is best? It depends on what you want. If you want a solid action game, take a look at *Hardball*. Want to guide a team toward a championship over the course of a season? Think about *Pete Rose Pennant Fever*. Want to call all of the possible shots on the field? Try *Earl Weaver Baseball*.

Whatever your choice, it's safe to say that none of these games will frustrate you or dash your hopes. And that's something you can't always say about your favorite big-league team.

GP



1 *Earl Weaver*: Editing player statistics.

2 *Earl Weaver*: Lou Gehrig hits a home run.

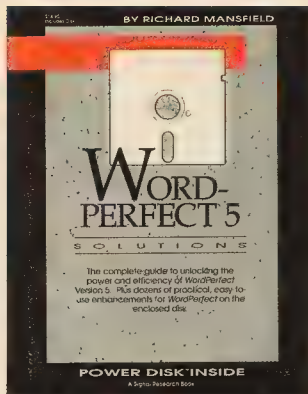
3 *Earl Weaver 1.5*: The new 1.5 version, just released, offers improved graphics and game play.

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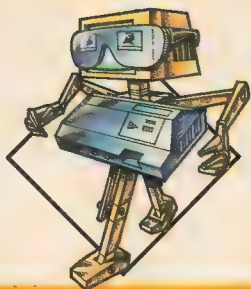
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What's your favorite type of game? Arcade action, action-adventure, high-tech 3-D, fantasy role-playing, or sports? No matter what kind of games you like best, there will be something new from Sega for everybody this year.

Sega recently gave us a preview of its new lineup for 1989. In the arcade action category, Sega's new powerhouse seller is sure to be *Altered Beast*. Still popular in the coin arcades, *Altered Beast* will be released as a full-blown, four-megabit cartridge for the Sega machines. Also coming soon is *Time Soldiers*, *Rastan*, and *Vigilante*.

If you like to mix a bit of thinking with your action, look for the Kidd. Alex is back for his third visit in *Alex Kidd: High Tech World*. Should you prefer a lighter game that's easier to play, consider *Alf*. Our most popular TV alien is making his videogame debut, and you can help him fix his ship so he



SEGA MASTERS

WHAT'S NEW FOR 1989

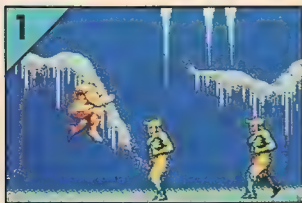
Edward J. Semrad

cartridge and allows you to save a game in progress by using a password. It's rumored to be even harder and longer than *Phantasy Star*, so expect to put in a good 100 hours on this quest.

Another soon-to-be-released adventure game is *The Vanished Omen and Lord of the Sword*, from a company called Y's (pronounced ease).

If you like Sega's sports games, get out the rosin bag, the high-top sneakers, and start memorizing your new playbook. *Reggie Jackson Baseball* adds even more features to this already excellent baseball game. Former Chicago Bears running back Walter Payton added new plays and screens to *Walter Payton Football*, and new features and closeup slam-dunks have been added to Sega's basketball game. Surfing, skateboarding, and BMX racing are also coming to Sega in a new translation of Epyx's *California Games*.

In addition to these games from



- 1 New for the Sega Master System is an impressive version of the arcade hit, *Altered Beast*.
- 2 *Altered Beast* pits you against hordes of extremely weird creatures and monsters.
- 3 A scene from *Phantasy Star*. Coming soon is a sequel: *SpellCaster*.



can return to his home planet.

If you're hooked on the high-tech world of 3-D gaming, you'll find two new Sega titles this year. *Out-Run 3-D* is ready to go, along with some high-seas adventure in *Poseidon Wars 3-D*.

Sega's hottest category — adventure games — is getting even hotter. Got a lot of time? You'll need it! Sega's newest role-playing game is *SpellCaster* (previously known as *Warrior Quest*), a sequel to mega-hit *Phantasy Star*. *SpellCaster* uses the maximum four megabits of memory in a Sega



SEGA MASTERS

Sega, three very well-known companies have just signed up to bring out new games for the Sega system. Parker Brothers will convert Broderbund's *Where in the World is Carmen Sandiego* and Sierra's *King's Quest* from their original computer formats, and also bring back one of its own old titles — *Montezuma's Revenge*.

Activision starts off their Sega lineup with *Cyborg Hunter*, *Bomber Raid*, *Rampage*, and *Galaxy Force*. Finally, Absolute Entertainment plans to release a James Bond thriller and a new auto racing game later this year.

16-Bit Sega Machine?

One thing we probably *won't* see until late this year (at the earliest) is the rumored 16-bit game system from Sega. This new videogame system has much improved graphics and sound, comparable to the best personal computers now available. Although Sega released the 16-bit system last year in Japan, the company has not formally announced when it will introduce the machine here. Knowing Sega's drive to be first — and the fact that Nintendo is introducing its 16-bit game system in Japan in July — the U.S. debut will probably be late in 1989.

Game Player's is obtaining one of these impressive new Sega game systems from Japan, and in a future issue we'll bring you an exclusive report!

Power Strike

Let's take a close look at an interesting new game. *Power Strike* is going to be a new title to many Sega players. It hasn't received a lot of publicity, and, in fact, it's not available in any store. It can be purchased only by mail order through the Sega newsletter.

Very similar in concept to *Zanac* for the Nintendo system, *Power Strike* is an over-the-planet type of shoot-em-up game. You know the type — it requires lightning-quick reflexes, nerves of steel, the ability to fly through hordes of attacking enemy ships, and, most importantly, a lot of luck.

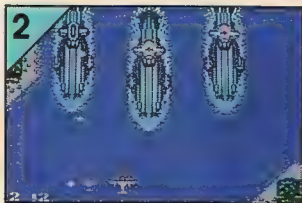
Think you qualify? If so, get out your auto-fire controller and be prepared for hours of nonstop action.

The story behind *Power Strike*

- 1 By pressing certain buttons during this *Power Strike* title screen, you get ten lives instead of three.
- 2 *Bomber Raid* is a new game for the Sega system from Activision.
- 3 Another new game for the Sega system is *Rampage*, in which you play a city-chomping monster.

has to do with a simple genetic experiment that went wrong. The experimental bacteria mutated and escaped into the atmosphere. People who breathed the bacteria were turned into zombies. The original strain of bacteria grew into a huge brain and started controlling the infected population. Now it's your job to eliminate the zombies, who by now have taken to the air to further spread the bacteria.

The odds are against you, but luckily you have your *Power Strike* fighter. Starting with minimal



SEGA MASTERS

weapons, you must find the various power-ups along the way. These special weapons, shown as floating numbers on the screen, give your ship extraordinary power — but only for 80 seconds.

Power Strike has six levels of increasingly difficult action. At the end of each level is a master machine, and at the end of level 6 is the mother brain. An unlimited continue feature lets you restart a game at the beginning of the last level you were playing when you lost.

Here are some tips for playing *Power Strike*:

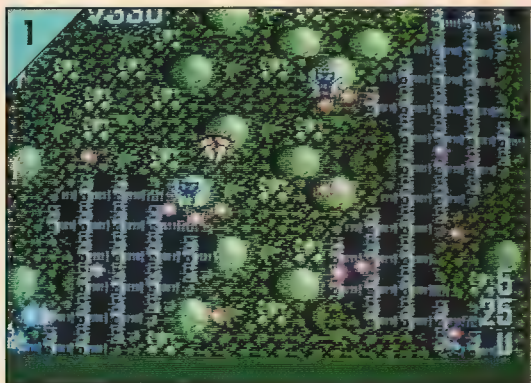
1. When the initial title screen appears, press Down, Right, Down, Down, Left, Right, Up, Right, and then button 1. You will then start the game with ten lives rather than three.

2. To help make it through the first level, get both of the Number 5 weapons. Then sit in the lower left corner while firing upward. This way, you won't get killed as the Homing Flame destroys everything that gets near you.

It's too bad this excellent game isn't available in the stores. It has very good graphics, very little screen flicker when the screen fills up with enemy planes and bombs, and gives you perfect control over your fighter plane. Sega doesn't

have another really good shoot-em-up in its lineup, and *Power Strike* would do well. It's worth the extra effort of ordering this cartridge. If you want it, call the Sega hotline at 1-800-USA-SEGA.

GP

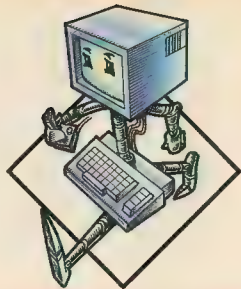


1 Bacteria-infected zombies are among your enemies in *Power Strike*.

2 That's your *Power Strike* jet fighter in the lower right corner of the screen.

3 Collect the numbered objects to gain special powers in *Power Strike*.

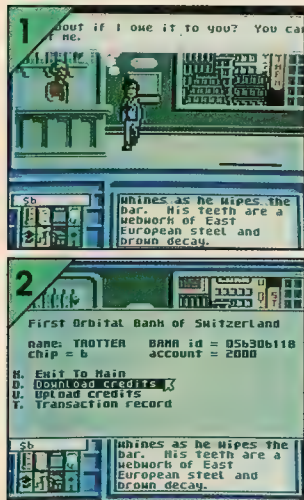
There's nothing quite as welcome as a good science-fiction game, one that uses your Commodore 64's graphics and sound to the fullest. Welcome as these games are, though, they can be frustrating, because immersing yourself in a strange, futuristic world is far from easy. Sometimes, getting started is so frustrating that many begin-



COMMODORE PLAYERS

Getting Started With Two SF Games

Neil Randall



ners give up and avoid SF games altogether.

Take *Neuromancer*, for instance. William Gibson's novel, on which this game is based, single-handedly began the sub-genre of science fiction known as cyberpunk. But cyberpunk, by its very nature, is so fast and slick that it's easy to lose track of the world in which it's set. In the same way, *Space Station Oblivion* takes more than a little getting used to, because its world is so alien.

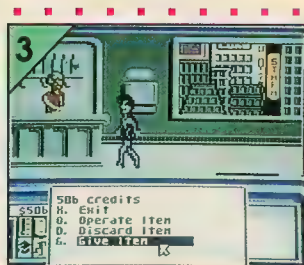
If you've ever considered trying a game like *Neuromancer* or *Space Station Oblivion* but put it off because the game seemed too difficult to be fun, we have a solution. Below are very specific tips for getting started with these two

games. The hints won't spoil the fun, but will get you far enough so you can continue on your own. And even if you're interested in trying something besides *Neuromancer* and *Space Station Oblivion*, these descriptions should give you a general idea of what's involved in getting started with any SF game.

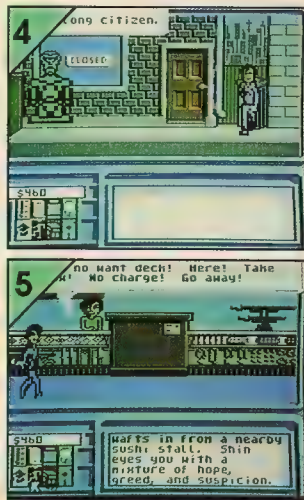
Six Tips For *Neuromancer*

1. You begin in the Chatsubo Bar. Katz, the owner, is demanding that you pay your bill. Press the fire button (or spacebar). Then, move the arrow to the Talk icon (or press T). Thought balloons appear. Cycle through your possible responses. When you see the one asking if it's okay to owe Katz the money, press the fire button. The thought balloon changes to a word balloon; press fire again. Katz replies that you should get the money from the PAX.

2. The PAX terminal is on the wall behind you. Face it, then point to the PAX icon and press the fire button (or press P). The PAX title screen appears; press the button



- 1 In *Neuromancer*, you start off owing money for a recent dinner of synth-spaghetti.
- 2 The PAX terminals give you access to news, messages, and your bank account.
- 3 Pay your bill at the Chatsubo Bar, then chat with the barkeep for awhile to gain information.
- 4 Don't mess with the lawbots, or you'll find yourself in court.
- 5 Shin's Pawn Shop is where you'll find your UXB. Shin seems anxious to get rid of it.



COMMODORE PLAYERS

again. Use the code wheel (included with the game) to get the correct access number.

"First Time PAX User Info" is fun to read. Then choose "Access Banking Interlink," and, when the menu changes, "Download Credits." Take 500 credits or so. Now, write down your BAMA ID number and select "Exit to Main."

Read the *Night City News*, then select "Bulletin Board" from the main PAX menu. Select "View Messages" and read the bulletins. Jot down anything you might want to remember. You can access these messages again, but having the information close at hand doesn't hurt.

Answer the message from Armitage by selecting "Send Message" from the menu. Type in your BAMA ID and follow the prompts. This gets you 10,000 credits — although there will definitely be later implications.

3. Exit PAX and pay your bill. To do this, walk to the counter and select the Inventory icon. Select item #1 (your credits), then "Give Item." Type "46." Talk to Katz for a bit; he has information. After awhile, he'll tell you to get lost. Walk toward the short black line at the bottom right of the scene — the door to Chiba City.

4. Once outside, the lawbot tells you to move along. Immediately head to the right.

5. Go to the end of the block. Head down the next street without entering the Massage Parlor (which is a quick way to get ar-

rested). Walk until you find Shin's Pawn Shop, then enter it. Ask Shin why he wants to get rid of your UXB so quickly, then tell him you don't have enough money to pay for it (even if you do). This leads to a nice surprise.

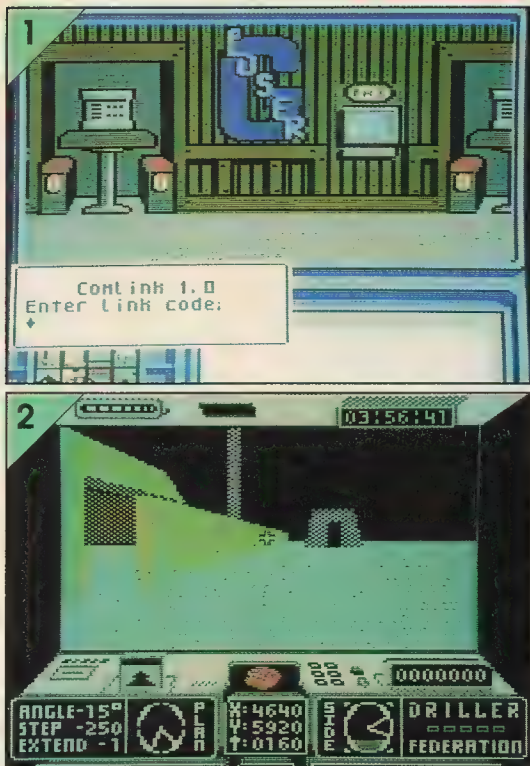
6. Find a PAX machine in one of the hotels or bars (the best choice was hinted at in the PAX messages). Stand in front of the terminal and select the Inventory icon. Choose the UXB, then select Operate. You'll be asked for an access code. (Remember the earlier messages?) Start reading messages on

the Regular Fellows board; it is interesting and has valuable software.

By now, you're well on your way. Read the manual, because you won't get anywhere if you don't. And remember two essentials: This game revolves around the PAX terminals, and there is no such thing as a free lunch.

Touring *Space Station Oblivion*

Another off-the-wall game is *Space Station Oblivion*. The goal is to re-

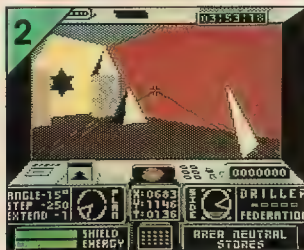
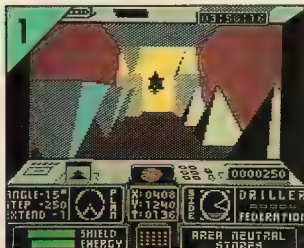


1 You can find another PAX terminal at the Gentleman Loser bar. Read messages for clues to this access code.

2 When *Space Station Oblivion* begins, head toward the door into this building.

lease gaseous pressure from your home world's colony of Mitral. All your actions should be geared toward that end and that end alone.

1. You begin in Amethyst sector. On your viewscreen you'll see passage through your wall on the left, and a building straight ahead. To get used to the game, head for the gray building. Push forward on the joystick, and you'll see the



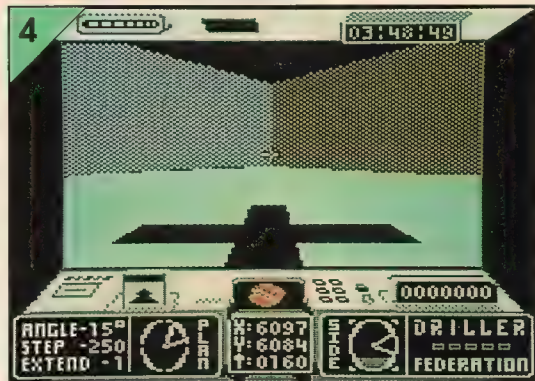
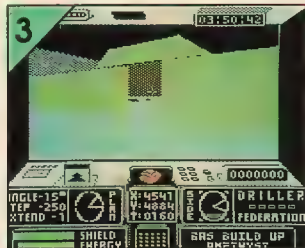
distance close. Push to the right to aim directly for the door (this is vitally important in this game). When the door yawns in front of you, push forward to enter.

2. Inside are valuable rubicon crystals. Maneuver among them to get a feel for driving your probe. Then look at the shield and energy levels on your control console. Shooting a rubicon crystal will absorb its energy into your reserves.

3. To shoot a crystal, press the spacebar. The crosshairs on the screen now move freely. Point them toward a crystal and fire. The crystal disappears, and your energy level increases. This helps your shield level as well.

4. Leave the building and

COMMODORE PLAYERS



- 1 Inside the building, you'll find clusters of valuable rubicon crystals.
- 2 Shoot the rubicon crystals to absorb their energy and strengthen your shield.
- 3 Move through the opening in the green wall toward the black spot on your left.
- 4 The black spot (a large X) is where you should place your first drill.
- 5 If your drilling was successful, a flame appears at the top of the drilling rig.

swing back toward the opening in the wall (now on your right). Maneuver through it and stop. Head toward the black spot to your left.

5. The black spot, actually a big X, is the drilling spot. Maneuver the probe directly in front of the spot.

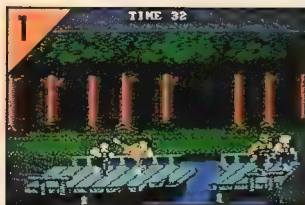
6. To call the drilling rig, press D. The rig appears in front of you. Watch the message display to see if you were successful. If not, press C to cancel the rig. If you were successful, back up, then press P to look up. If you see a flame, congratulations! You've cleared the first sector of Mitral.

GP



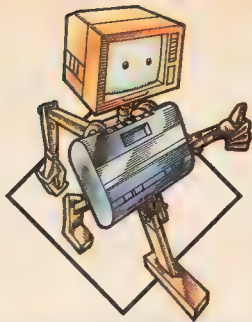
Big news: The Atari 7800 Pro System is making a comeback! And this time it isn't just talk. Starting with a couple of new introductions over the holidays — like *Desert Falcon*, *Mario Brothers*, and even a good translation of *Donkey Kong Jr.* — Atari is quickly following up with ten additional games for 1989. Great titles such as *Fight Night*, *Impossible Mission*, and *Tower Toppler* will soon be coming, and these are just a few of the surprises Atari has in store for us this year.

Other companies are also taking another look at the Pro System. Activision, long known for its outstanding Atari 2600 titles, has acquired the rights to a game which will breathe new life into the 7800. The game? None other than the mega arcade hit *Double Dragon*. Of course, to do this martial-arts game right, it would have to be a two-person cooperative version — and it is. Both you and a friend can take on all of the same street punks you encountered in the arcade version.



But the beauty of this new version of *Double Dragon* is in the gameplay. The Atari 7800 has a special graphics chip (code-named Maria), and no matter how complex or busy the action gets, there is never any screen flicker. No other home videogame system can make that claim.

As a result, the Atari 7800 two-person version of *Double Dragon* walks all over the Sega version. The translation is amazingly well done and is true to the arcade version. You get the same four



ATARI SAFARI

NEW GAMES FOR ATARI 7800 & 2600

Edward J. Semrad

- 1 Coming soon for the Atari 7800 is a new version of the arcade hit *Double Dragon*.
- 2 The 7800 version of *Double Dragon* even has a two-player cooperative mode.
- 3 Lizzie wreaks havoc in the Atari 2600 version of *Rampage*.

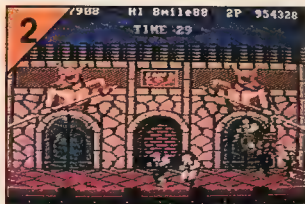


levels of action-packed punching and kicking, and all the blocks and spears in level 3 are there in full motion. Even the ending, where you get to rescue your girl, is faithfully duplicated.

Another new 7800 game from Activision is *Rampage*. In this game you are the monster, and you can trash dozens of cities, eat anything in sight, and punch everything else that moves. The graphics are outstanding, and in the two-player cooperative mode, you and a friend can cause real damage.

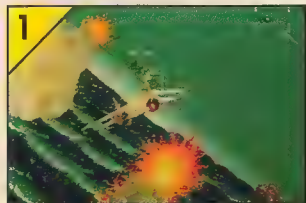
If you have an Atari 2600 videogame machine, you'll be happy to learn that this granddaddy of all home game systems is still doing well. Thanks to re-releases from Atari and Activision, the library of 2600 games is growing once again. Among the new titles from Activision are *Rampage* and *Double Dragon*! In fact, *Double Dragon* even has a two-person mode so each player can fight his own gang of seedy street bums.

GP



Back in the prehistoric days of video arcades — about ten years ago — there was scarcely an evening when I couldn't be found down at some remodeled pinball parlor dropping quarters into *Berzerk*, or *Defender*, or even *Pac-Man*.

Then along came the Atari 800 personal computer, with its breakthrough graphics and sound. I soon

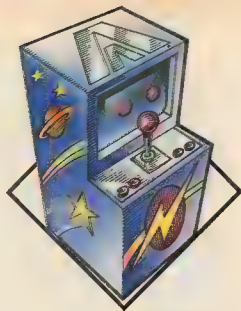


accumulated a seemingly endless catalog of software, including home versions of arcade classics. I started spending more and more time playing games at home rather than at the arcade.

A couple of years later I bought a Commodore 64, and in 1987 an Atari 520ST. Except for an occasional session of *Dragon's Lair*, I was hooked on gaming at home.

But recently I found myself back in the arcades. Incredibly, I felt like I'd been locked away in a time capsule. Why didn't someone tell me what's been going on? The graphics and advanced features of some of the better arcade games are truly amazing.

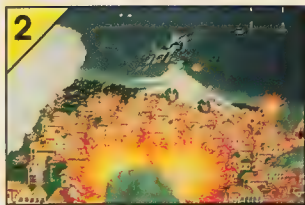
Even if you have a home computer or videogame machine to satisfy your game-playing habits, you might want to keep up on what's hot in the arcades, too. For one thing, hit arcade games are often translated into home versions (sometimes in a matter of months), so you can often find out what's coming your way by visiting the arcades. Likewise, you might go to an arcade and find that a favorite home game has migrated in the opposite direction — ending up as a



ARCADE ACTION

Scouting The Arcades

Scott Wolf



- 1 *After Burner*, a current arcade hit, puts you in the pilot's seat of a Navy F-14 Tomcat as you battle enemy fighters.
- 2 The aerial combat in *After Burner* rages over rapidly changing scenery as you advance to higher levels.
- 3 The sit-down version of *After Burner* lets you play inside a realistic cockpit.

genuine arcade game, often with improved graphics and extra features.

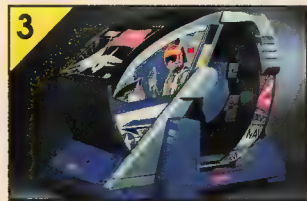
And besides, arcade games are just plain fun. So if you want to keep up on what's hot, watch for this "Arcade Action" column in future issues of *Game Player's*.

Current Favorites

I figured that a good way to start this column would be to compile an informal list of what are currently the most popular arcade games, so I visited several local arcades.

At one place, the first thing I did was drop \$5 into the deluxe model of *After Burner* by Sega. This magnificent game puts you at the controls of a U.S. Navy F-14 Tomcat, just like the jet fighter in the movie *Top Gun*. The deluxe model of *After Burner* actually lets you climb inside a hydraulically rotated cockpit and experience true pitch and roll. And if you bring along a pair of Walkman-style stereo headphones, you can even plug them into the *After Burner* machine for a high fidelity — and highly personal — combat experience.

Once you're seated and hooked up to *After Burner*, you can ride a "cat shot" (catapult) off the flight deck of the U.S.S. *Sega Enterprise*. Fly into combat against F-4s, F-5s, AV-8s, and even MiG-24s. Lock-on indicators tell you when to fire your missiles, and warning lights tell you when a "bandit" (enemy plane) is on your "six" (tail). When your RIO (radar inter-



ARCADE ACTION

cept officer) tells you to "Break Right!," you'd better snap to it — or else you'll get a heat-seeker up your tailpipe.

Football games such as Leland's *Team Quarterback* and SNK's *Touchdown Fever* are also clear favorites, but they're nowhere near as popular as Atari's *Cyberball* — a futuristic football game played by various robots under your direction. Choose your offensive and defensive strategies against the computer (easy) or a friend (not so easy). *Cyberball* is played on twin screens in one cabinet — you have an overhead view, plus another view with a 45-degree angle downfield. Beautiful sound and graphics make this one a sure winner.

Also enormously popular are the martial arts, ninja, and commando-type games. Games like Taito's *Operation Wolf* and Double Dragon, Jaleco's *M.I.A.*, SNK's *P.O.W.*, and Data East's *Bad Dudes vs. Dragon Ninja* are everywhere. One interesting variation is Romstar's *The Ninja Warriors*, which is played across three screens at once, much like Taito's *Darius*, a horizontally scrolling space shoot-em-up.

Speaking of shoot-em-ups, look for *St. Dragon*, new from Jaleco, as well as *Galaga 88* and *Blasteroids*, two updates from Atari. Also, watch for Williams's *Narc*. In this game, the message "Just say NO to drugs" is driven home as you blast away legions of drug-



1 In *Cyberball*, another arcade favorite, you control a team of robot players in a game of 21st-century football.

2 The running backs in *Cyberball* are powerful tank-like robots that can smash their way through defensive formations.

crazed zomboids in an attempt to eradicate Mr. Big, the source of the poison. Saving the world from evil is also your goal in Taito's new *Superman*, in which you control the Man of Steel.

In all, I sampled more than 60 games in two days. I was overwhelmed. We've come a long way since the simple but effective vector graphics of *Star Wars* and *Tempest*, and the crude but addictive *Space Invaders*. Although the following list isn't based on a scientific survey, and some of the games have been around for awhile, it'll

give you a fairly good idea of what's currently popular:

1. *Cyberball* (Atari Games)
2. *Power Drift* (Sega)
3. *After Burner* (Sega)
4. *P.O.W.* (SNK)
5. *Bad Dudes vs. Dragon Ninja* (Data East)
6. *Double Dragon* (Taito)
7. *Darius* (Taito)
8. *Thunder Cross* (Konami)
9. *Operation* (Taito)
10. *Touchdown Fever* (SNK)

GP

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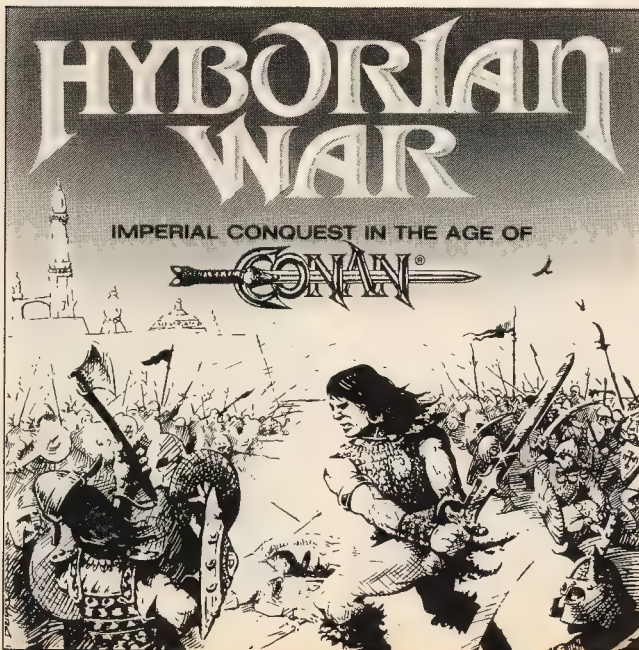
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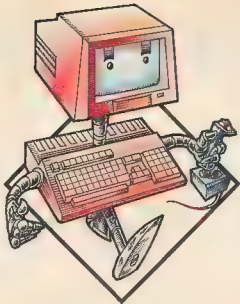
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Back in 1983, a former Disney illustrator named Don Bluth came up with an entirely new idea for an arcade game. Using laser videodisc technology, Bluth created a game that was, in effect, an interactive cartoon. Called *Dragon's Lair*, the game became an arcade sensation. In time there were imitators — mostly air combat games that



ics. Although the digitizer automatically captured the video pictures, an artist still had to touch up each scene. Then the programmers had to compress the screen data down to the smallest possible size in order to preserve as much of the game as possible. Their efforts have resulted in a game remarkably like the original, within the limitations of the vastly different media.

First, a word about these limitations. Even with the compression, *Dragon's Lair* is a huge program. The game comes on six 880K floppy disks and requires a megabyte of memory on the Amiga 2000 or 500, or 512K on the Amiga 1000. Yet, even with its six disks, the Amiga version of *Dragon's Lair* contains less than half of the original videodisc game.

Each disk holds two different game sequences, most of which repeat a second time. Once you master the game and can play it all the way through, the whole thing takes a little over 15 minutes to complete — and about 10 minutes of this time is spent waiting for the next scene to load from disk. Although the waiting period between scenes isn't too bad, it would be much shorter if you could copy the program onto a hard disk. Unfortunately, due to heavy copy

AMIGA PLAYERS

Dragon's Lair: Is It Real Or Is It Videodisc?

Sheldon Leemon



superimposed computer-generated fighter planes over video backgrounds — but none was as popular as the original.

Although *Dragon's Lair* was a quite popular arcade game, years went by before anyone tried a personal computer version. On the face of it, such a task might appear to be hopeless, because *Dragon's Lair* consists largely of cartoon-quality animation. When the Amiga came along, however, it became apparent that at last it was possible to display cartoon-like animation on a personal computer.

Recognizing this, a group from Toronto called Visionary Design Technologies joined up with another Toronto-area company, ReadySoft. Working with the original videodiscs, the designers used a video digitizer to convert the animation into computer graph-



1 Still pictures hardly do justice to the cartoon-like animation of *Dragon's Lair*.

2 Here's a closeup of Dirk the Daring, the knight you control during the game.

3 The first challenge is to cross this drawbridge and enter the castle.

4 When you fall through the drawbridge, this moat monster tries to grab you.

5 Tentacled creatures and other hazards abound in *Dragon's Lair*.



AMIGA PLAYERS

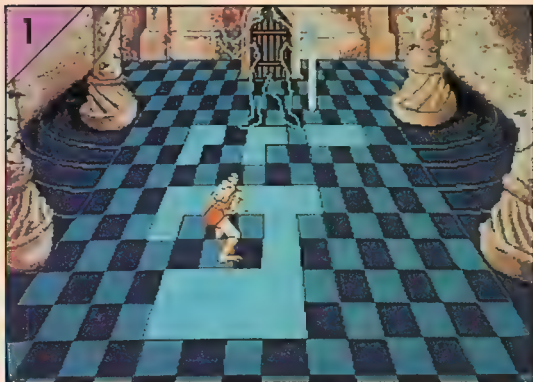
by Jeff Labrecque and John Wiley, Jr.

protection, the game can be copied to only one kind of hard disk, those manufactured by Comspec, another Canadian company. (*Dragon's Lair* occupies ten megabytes of space on the hard disk.)

Despite these limitations, *Dragon's Lair* is a triumphant success. The graphics and sounds have been faithfully reproduced, and despite the disk access between scenes, the game plays as smoothly as the laser-powered arcade version.

Dragon's Lair follows the adventures of Dirk the Daring, a knight who tries to rescue the fair Princess Daphne from the evil clutches of Singe the Dragon. Each scene in the game has two or three alternative animated sequences. If you take the correct action, you get the sequence in which Dirk avoids the obstacle. If not, you get the sequence in which Dirk meets some horrible doom. Because each scene has a very limited number of choices, success hinges on making one or two precise moves at exactly the right time. One you've mastered a scene, it's unlikely you'll be seriously challenged by it again. This is just as well, because there is no "save game" feature—you must restart each game from the beginning.

As simple as *Dragon's Lair* sounds, you can expect at least a couple of weeks of play before reaching the end. I was able to finish the game only with the aid

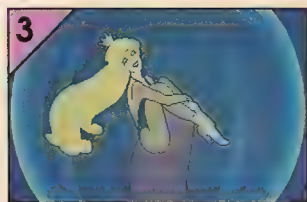


1 The trick in this room is to jump to the right squares as the floor opens up all around you.

2 This ominous enemy guards the inner sanctum of the castle.

of a "walk-through" obtained from a bulletin board. And even with these explicit instructions, it took awhile to get the hang of the game.

After you've finished *Dragon's Lair*, the fun still isn't over. You'll find yourself playing it for friends to show off the amazing graphics and sound of the Amiga—and to see the look on their faces when they realize there really isn't a laser videodisc player hidden under the table.



3 Your ultimate goal in *Dragon's Lair* is to rescue Princess Daphne, a prisoner in the castle.

GP

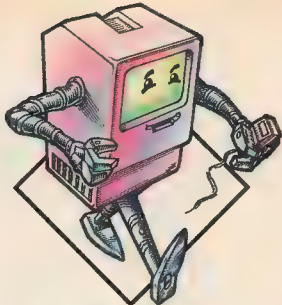
When software designers are excited by computer hardware, they throw everything they've got into their programs to take advantage of the machine. And that's certainly the case with entertainment software for the Macintosh. Apple Computer may not sell the Mac as an entertainment machine, but some of the best and most creative games are designed for the Macintosh.

Two such games are *The Manhole* from Activision and *Crystal Quest* from Casady & Greene. Each is a unique game destined to become a classic.

The Manhole (\$49.95) is a wonder-filled fantasy composed of more than 600 interconnected *HyperCard* stacks on five floppy disks. It takes a Mac with a hard drive and a minimum of one megabyte of memory to run *The Manhole*, since the game program is a whopping *four megabytes* long.

In a finely detailed land that's part *Alice In Wonderland* and part nothing-you've-ever-seen-before, you point and click your way up beanstalks, down to sunken ships, into television sets, and on and on. The sounds—including digitized speech—are delightful. The characters are a conglomeration of make-believe dragons, talking walruses, strange rabbits, and other fanciful figures. The interaction manages to be both charming and fascinating. *The Manhole* is a delight for players of any age, even young children.

Or, if you're looking for what must be the ultimate arcade-style game for the Macintosh, try *Crystal Quest* (\$49.95). It's filled with eeks, squeaks, gasps, and groans—you've never heard such a noisy bunch of nasties as those that inhabit the world of *Crystal Quest*. It has 300K worth of digitized sounds that help make the game hilarious as well as addictive.



MAC PLAYERS

Two Unique Games

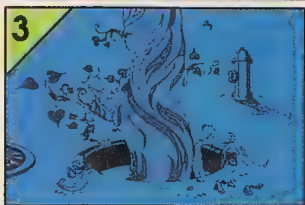
Selby Bateman

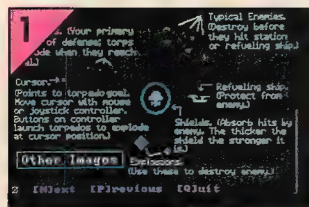
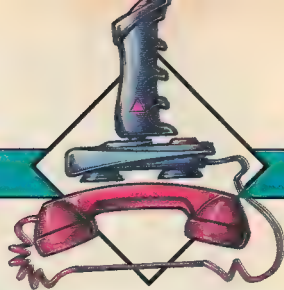
- 1 A four-megabyte *HyperCard* game, *The Manhole* is a remarkable milestone in electronic entertainment.
- 2 You can create your own nasties in *Crystal Quest* with the new *Critter Editor*.
- 3 Your *Manhole* quest begins here.

The goal of the game is simple: You career around the screen, collecting crystals, while avoiding a weird gang of squeaking, laughing, grunting, and chirping aliens. Casady & Greene's new *Critter Editor* (available in a package with the game for \$79.95) lets you customize virtually everything in *Crystal Quest*—including those crazy sounds.

The Mac has always attracted creative and innovative software designers. With the emergence of the Mac II, and with one-megabyte Macs quickly becoming a minimum standard, 1989 promises to offer even more Mac fun and games.

GP





CHEAP THRILLS

Fun At A Bargain: PD & Shareware Computer Games

Arlan R. Levitan

Welcome to "Cheap Thrills." In this column, we're going to prove that you don't have to spend a fortune to acquire good entertainment software for your personal computer. Each issue we'll spotlight some of the best games available free in the public domain or in the form of "shareware."

In case you aren't familiar with these terms, let's briefly define them. Anything in the *public domain* is considered to be owned by the public, not by an individual. You can even make copies of public domain computer programs and distribute them at will. Although there are companies that sell public domain software, they generally charge only a nominal fee (\$5 to \$10) for a disk of programs.

Shareware is a little different. Although you can sample shareware programs for free, and make copies for friends, the author usually retains ownership rights. If you decide to keep and use the program, you're supposed to mail the author a specified fee, which for games is usually about \$5 to \$25. Sometimes, in return for "registering" the program in this manner, you get extra benefits — more detailed instructions, free

updates when the program is revised, and so on.

Where can you find public domain and shareware games? If you have a modem, you can download most of these games from computer-based bulletin board systems (BBSs). If the BBS is within your local calling area, you won't even have to pay any long-distance telephone or access charges. Most BBSs are operated by computer hobbyists, and many are run by teenagers who are avid game players.

If you can't find the games on a BBS, try a commercial information service, such as CompuServe, GENie, Delphi, The Source, Q-Link, AppleLink, or PC-Link. These services are, in effect, nationwide BBSs. Although most of them charge a sign-up fee and an hourly rate for access, you can often download a game program in a matter of minutes at a cost of a dollar or two. If you don't have a modem for your computer, make friends with someone who does.

Another alternative is to join a computer user group. Almost all user groups maintain large libraries of public domain software, and members can usually acquire these



- 1 *Space Spirals*: Helpful instruction screens make this game easy to learn.
- 2 *Space Spirals*: The nasties that appear from the bottom and top of the screen are liable to reach you first.
- 3 *Space Spirals*: Be sure to defend your supply ship, or you might run out of torpedo energy.



CHEAP THRILLS

programs for little more than the cost of a blank floppy disk.

Finally, you can order disks of public domain programs and shareware from companies that specialize in distributing this kind of software. One popular source for those who use IBM PC-compatible computers is PC-SIG (1030-D East Duane Avenue, Sunnyvale, CA 94086). PC-SIG has a catalog of hundreds of disks of shareware, all available at nominal cost.

There's a whole world of free or inexpensive games out there, and in this column we'll help you separate the good from the bad.

Space Spirals For PC

Space Spirals for IBM PCs, ATs, Tandys, and compatibles, written by Alan Anderson, is a well-designed arcade-style diversion. It requires CGA or EGA graphics and a Microsoft-compatible mouse.

In *Space Spirals*, you're defending a space station located in the center of the screen. The space station is under attack by waves of various nasties. Your primary weapon is a photon torpedo launcher. Using the mouse, you point to the target area and click the mouse button. The torpedos travel to the target and explode, taking one or more aliens with them. You can continue firing torpedos as long as you have energy. It costs one energy unit to fire a normal-speed torpedo, and two units for a fast torpedo.

You have more than your own

defense to worry about, however. During each wave, a supply ship (that looks remarkably like the U.S.S. *Enterprise* in *Star Trek*) attempts to reach your space station with an extra supply of energy. If an enemy collides with the supply ship, the ship blows up.

You also have a special weapon called a Zapper. It destroys a number of enemies at once, but can be used only once per wave. The game continues until your shield has been breached and your space station is obliterated.

Space Spirals plays very

smoothly and has some nice touches that contribute to a polished feel. You can play with one to four players, begin the game with different waves, and adjust the speed. You can also adjust the speed of the game for either standard or "turbo" PCs, and for 6-8, and 10-megahertz ATs. The top ten scores are saved in a Hall of Fame screen.

Space Spirals is distributed as shareware. If you like the game, Anderson requests a \$5 registration fee. His address is P.O. Box 457, Carlsbad, CA 92104.



1 *Space Spirals*: Don't count on the Zapper destroying all of the aliens that are closest to you.

2 *Moria*: Nearly 400K long, *Moria* is a truly massive role-playing adventure game.

CHEAP THRILLS

Moria For Amiga

Moria is an extremely complex single-player dungeon simulation for the Amiga. You begin by creating a character, choosing from a number of races and classes. Then you guide your alter ego through the dungeons of *Moria*. To win, you must build the abilities of your character through combat and the accumulation of treasure until finally you can defeat the evil Balrog. *Moria* is a game with real depth...Balrog only shows up regularly when you work your way down to the 100th subterranean level.

Moria has come to the Amiga by way of several intermediate translations. The original text-based version was written years ago for VAX minicomputers by Robert Koenike, and was then translated for Unix systems by James Wilson. Bryan and Richard Henderson wrote the Amiga version, adding color graphics, pull-down menus, a graphics mode, vastly improved movement control, and other modifications. As a result, the Amiga version of *Moria* is much more pleasurable than its forebears. It's also in the public domain, and therefore free.

The adventure begins in the town, where supplies and magical devices can be acquired by bartering with various shop owners. The town contains many different kinds of people. Since fights often break out, it's a good idea to avoid most of them while wandering

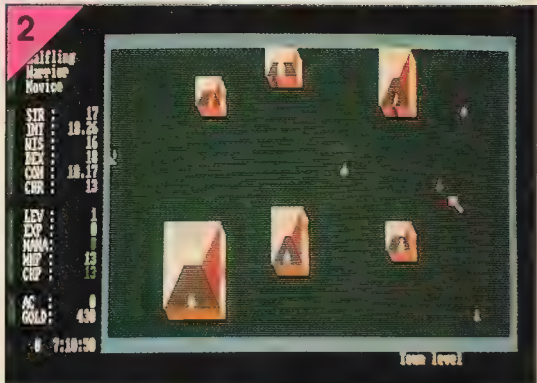
around. You can be killed by irate townsfolk, and fighting them won't develop your character.

After your outfitting is complete, you descend into the dungeons to face a bewildering variety of adversaries that guard stores of untold riches. Much of the treasure within the dungeon can be found only by mining it from the walls. (Remember to purchase an excavation tool.) And watch for veins of quartz—they contain the most precious metals and gemstones.

Moria is a very deep game that

can occupy the ardent adventurer for weeks on end. The game itself is a program file nearly 400K long, and that doesn't include the graphics screens and other auxiliary files. (It can take an hour to download this game from a BBS.) Make sure you spend adequate time reading the lengthy documentation files, especially MORIA.DOC. There's more than 80K worth of information, but *Moria* rewards those who read the instructions.

GP

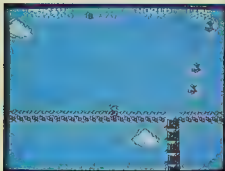


1 *Moria*: The Amiga version has digitized graphics screens at important junctures of the game.

2 *Moria*: You'll find all the supplies you need at this medieval shopping mall.

NINTENDO GAME of the MONTH SUPER MARIO

The editors and game players

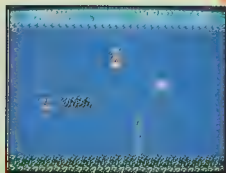


Here you must time your runs to keep from being killed by the cheep-cheeps.



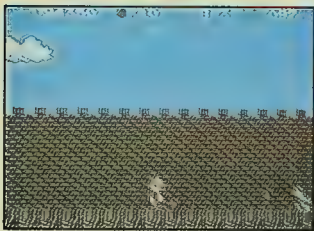
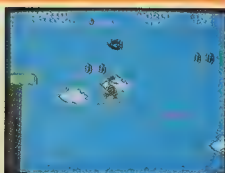
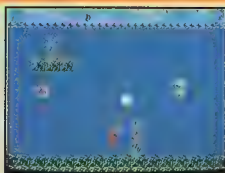
Wait for them to fly up, then run under them.

They're rough in the water worlds, too, but not as aggressive as the Bloobers (jellyfish). Use the A button to swim up. The water worlds are much easier if you're fiery Mario.



Millions of Nintendo players now own *Super Mario*. And we suspect that a few haven't yet played all of the way through. Here are some clues, maps, hints, and tips that our editors and game players put together for you.

Throughout this game your timing is very important. Jumping and leaping are critical skills in the treetop worlds. You just have to work your way through, learning when to jump and when to wait.



Uh oh... It's the Hammer Brothers. These guys are bad! It's best to be fiery Mario whenever you have to get past them.



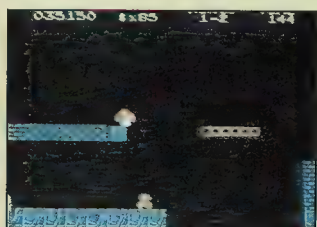
All through the game you'll find hidden coin boxes, fire plants, magic mushrooms, and more. These samples show you what you're looking for.



Coin Box.



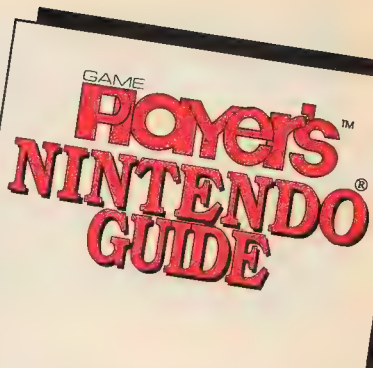
Fire Plant.



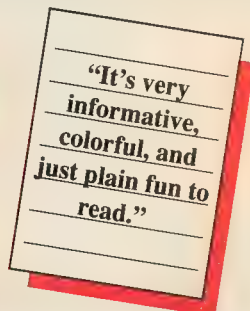
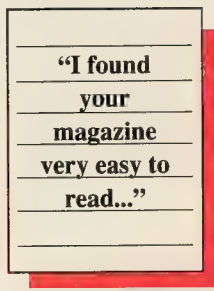
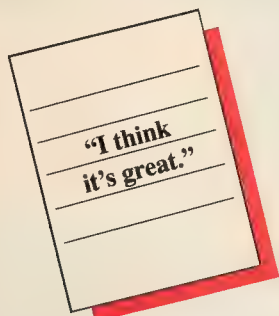
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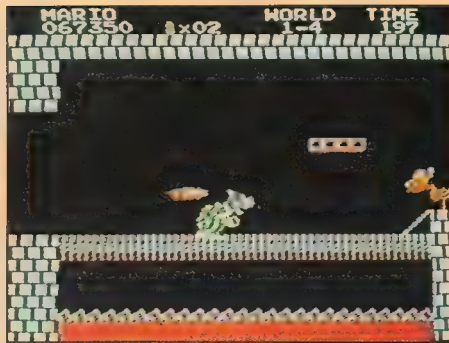
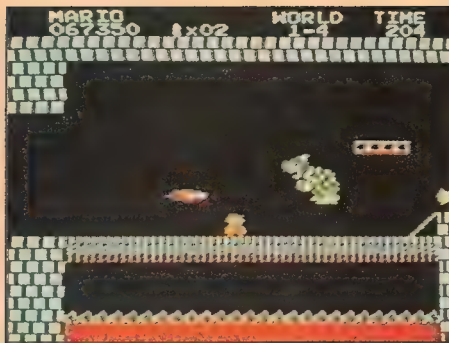
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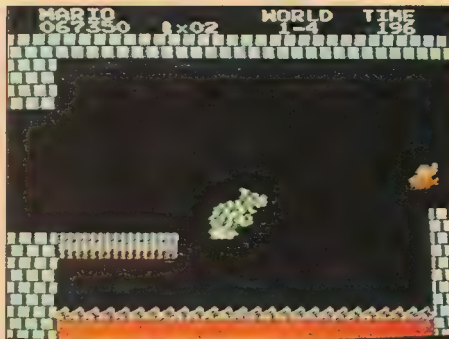
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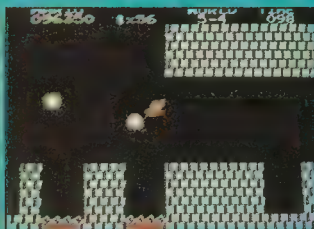
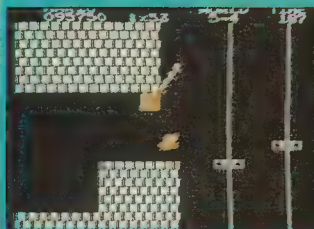


The Level four dragons are good examples of where your timing and speed are important. Remember that pushing on the B button speeds you up.

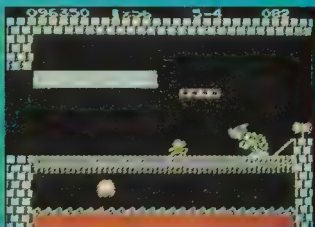
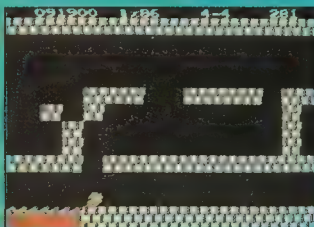
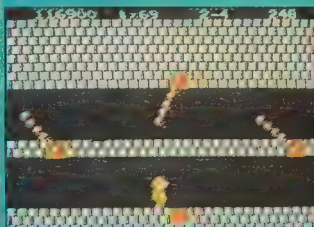


To kill the dragon, run under him, then race across to the lever for the drawbridge.

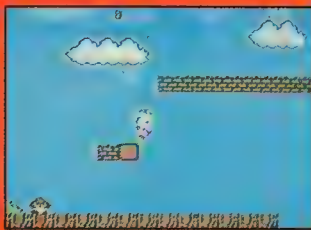
You got him.



You just find safe places to wait as you go through. Here, watch your step and take cover.



Your timing and path are important.



If you skip the coin room, you can claim this extra life. Throughout the game, hidden boxes contain everything from power bonuses to extra lives.

Here are a few of the other World 1 locations for bonuses. Be careful when you bump a mushroom in a series of boxes. If you accidentally hit the moving mushroom with another box, the mushroom will turn around and go the other way.



Here's a 1-UP (hidden life) at World 2-1. Watch out for the Koopa Troopas.

First bump the hidden coin box. The faster you bop the coin boxes, the more coins you'll get.

Then climb up and bump the extra life. It's just above the coin box.

Now go after it. This is one of those times when it would sure help to be Fiery Mario.

You can leap and capture a mushroom in the air rather than waiting for it to land. Sometimes this will help you stop it from getting away.

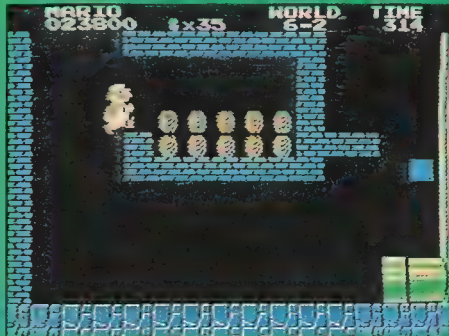




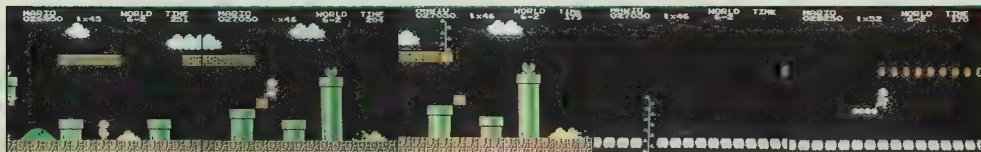
Use this hidden box to get to the coin box above.



Mario takes the tube down to the coin room.

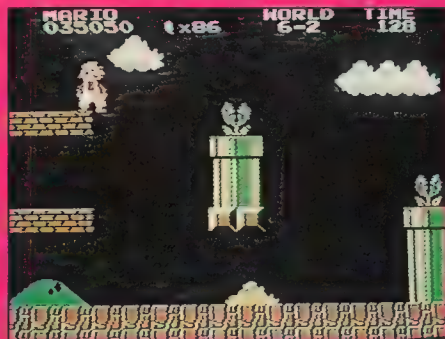


The right hand box is a coin box. Mario has to climb on it, go up and over the top to be able to drop back down into the coins. It's still hard to do.

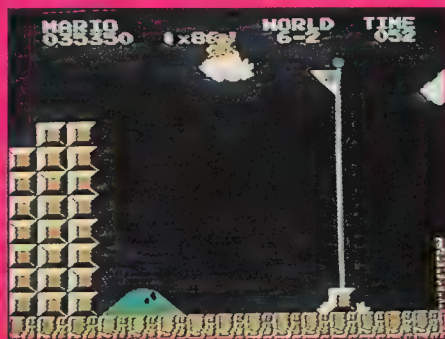
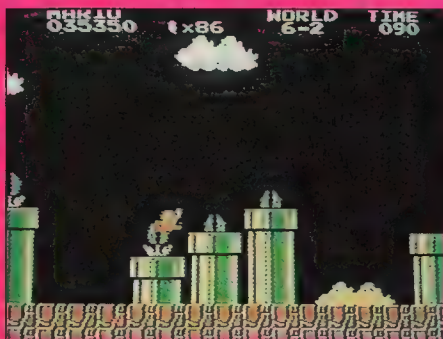




After the clouds...



Watch out Mario.

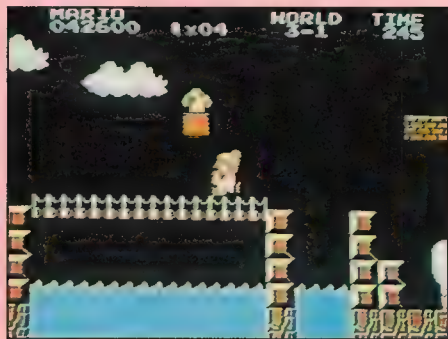


We're outta here.





Mario really has to hurry to catch this one.



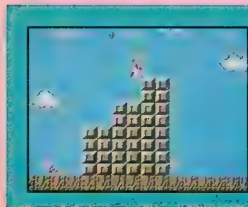
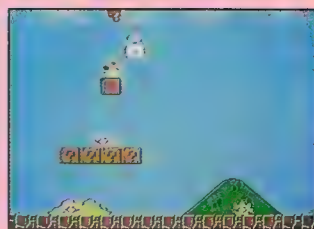
Here's another box that's invisible until you leap and bump it. But it contains an extra life.



And a third extra life that's a tough one.

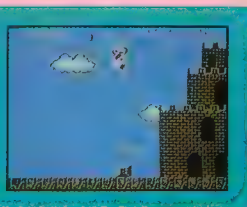


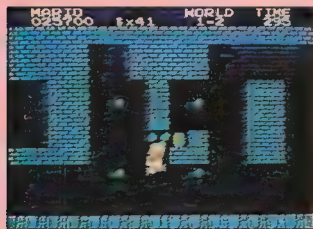
Some are harder than others to get to. This one's tricky. Jump down, then back beneath to bump this extra life. But you'd better hurry back up to get it.



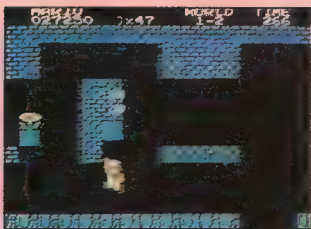
By the way, when Mario's flickering, just after he loses power (from Super Mario to Mario for example), he's invincible. But just for a few moments. As soon as he stops flickering, he can be killed again.

To get a maximum score at the end of each world, Mario has to stand on the edge, run (press the B button), and jump. A perfect jump will land Mario on top of the flag, earning 5000 points.

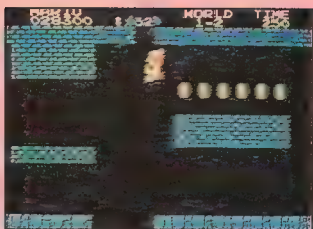




Just to the right of this coin is a fire flower.

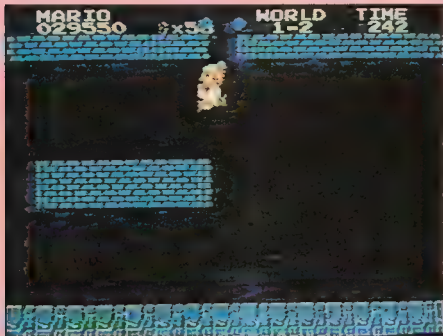


And just past it is a hidden coin box.



We're on our way to a 1-UP.

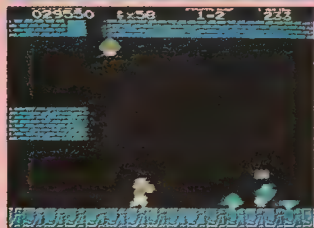
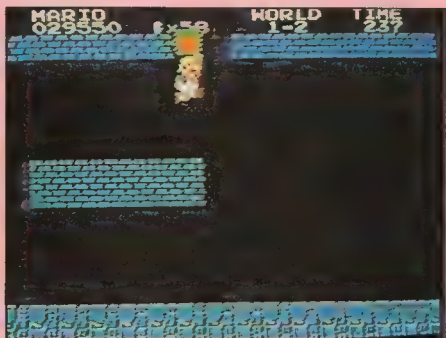
Here's another tricky extra life.



First you must go right to the edge and bump a hole.

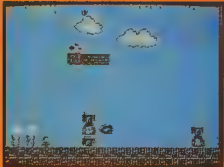
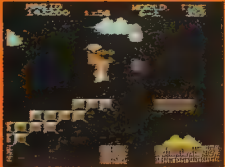
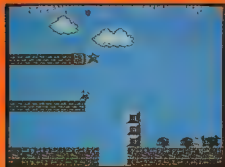


Then jump down and catch it.



Then bump the hidden extra life.

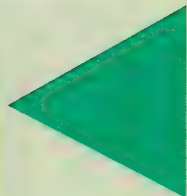
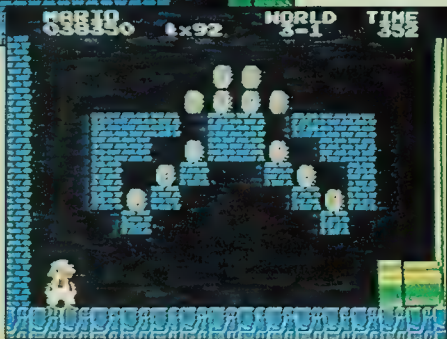
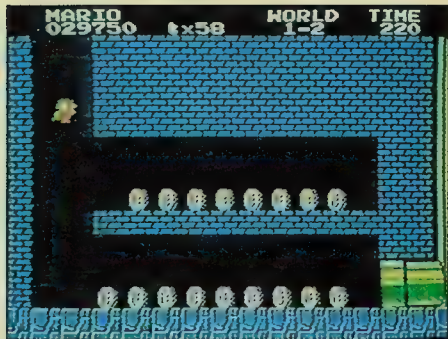
Here are some of the other power boost boxes. See if you can find them.



We haven't tried to show you all of the locations for power boosters like the magic mushrooms or starman. We have tried to show you most of the ones that are difficult to find. As you go along, check each brick row at least once. Then, as you find things, you'll know where they are when you need them. Here are a few we haven't pictured. World 1-3: The first question box is a power boost. World 2-1: The middle brick in the first set is a power boost. Just after the first tube, the lower left-hand question box is one too. World 3-1: The third box after starting is a power boost. After you cross the first bridge, jump and hit the left-hand edge of the bricks. There's a starman.

There are four coin room variations. We've already shown you one of them. Sometimes, if you enter them, you'll miss opportunities for an extra life. But then, 100 coins is an extra life.

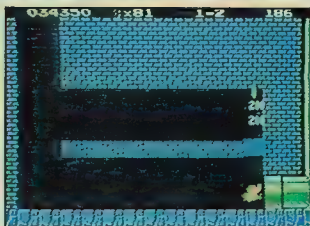
Coin rooms...



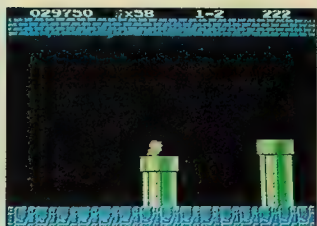
Block 3 in the upper left-hand row is a bonus box.



The world 5 entrance.



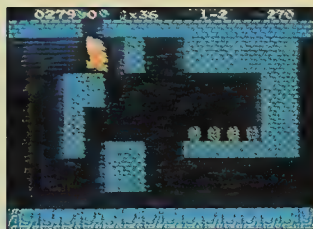
A hidden coin box. Don't accidentally run past it.



The world 1 entrance.

More hints:

World 3.3: The first question box is a power boost. World 3.4: The middle question mark box is a power boost. World 4.1: The first box on bottom is a power boost. World 4.3: The first question box is a power boost. World 5.1: In the middle of the first brick row is a starman. World 5.2: Just after you leave the water, you'll find two rows of bricks. The top right-hand side has a starman. World 6.1: The third box is a power boost. World 6.3: The first question box is a power boost. World 7.1: The left-hand edge of the first brick row is a power boost. Warp zones are keys to successfully completing *Super Mario*. Here are three. The first two are the most important. If you get killed in a world and get the Game Over screen, and don't want to start over, you can restart the game at the beginning of the world you're already playing in. When you get the Game Over, press the A key, and while holding the A key, press start. The game will restart at the beginning of that world.



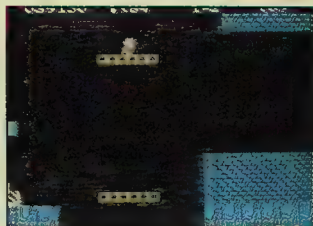
You can go this way and run along the top to the warp zone.

Hint: When Mario has a lot of small crevices to cross (as in parts of World 8.1), he can run across them... rather than jump each one, by pressing the B button.

The cloud rooms are wonderful places full of coins. To find them, you have to make a vine grow that you climb up on. After you've explored the cloud level, you jump down and return to the world you were in.



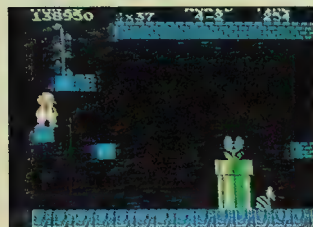
The first warp zone.



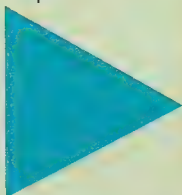
This is a better way to get there.



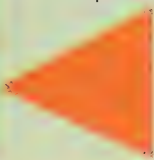
Here's the way to the second warp zone, by climbing to the top.



The second warp zone.



A third warp zone.





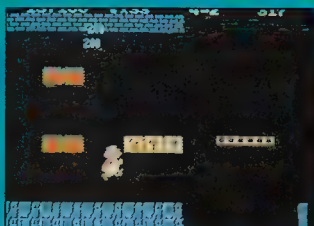
Here's the way to the clouds in World 2. When you return, the first single brick block is a coin box.



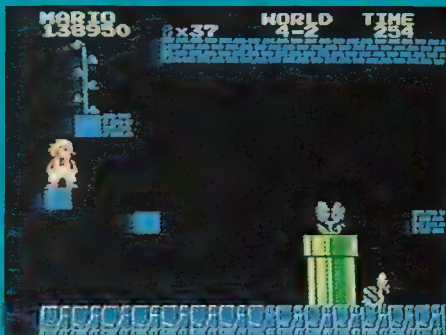
And here's the way in World 3. Just after you return to the ground, there's a coin box hidden in the second slot of the first brick row.



Collect the coins and a hidden bonus in the center of the three boxes on the right.

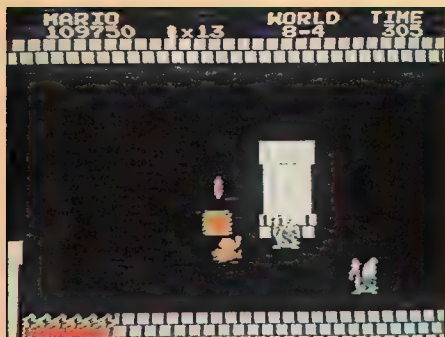
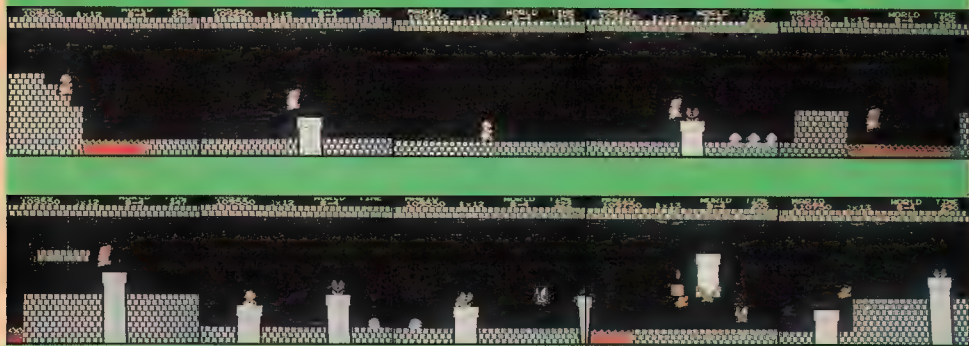


Watch your step.



Once you get here, bump around so you can climb up and bump the vine to the clouds.

Mario's finally made it to World 8 Level 4. Now he's in real trouble. We've mapped out every screen as he works his way through this level. You'll need to be fast and lucky to make it through here.



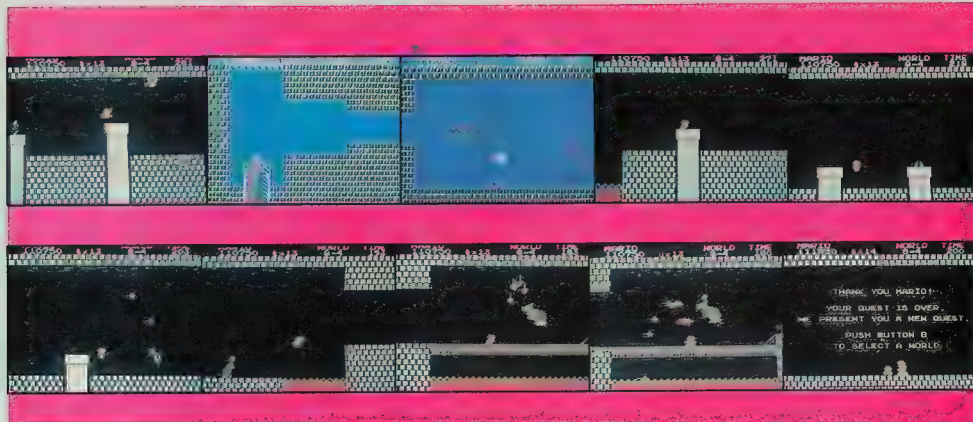
Use this hidden box to get to the tube entrance.



Mario heads for the water world.



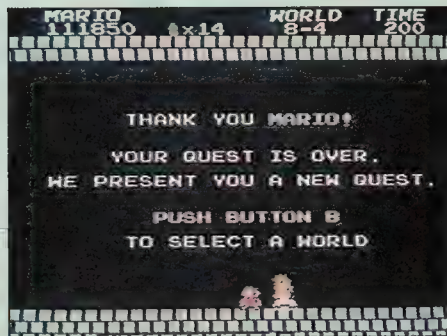
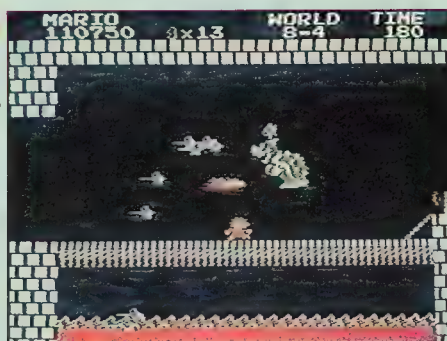
Mario wishes he had a submarine.



The worst one yet.



The Hammer Brothers attack.



Good luck on getting here.

GP

COMPUTER GAME

of the

MONTH

GENGHIS KHAN: A STUDY OF REGAL PRINCIPLE

William R. Trotter

Version reviewed: IBM PC, Tandy, and compatibles; 384K minimum memory; EGA or VGA graphics; two floppy disk drives, or one floppy drive and one hard drive. Nintendo version planned for release in August. Koei, 20,000 Mariner Avenue, Suite 100, Torrance, CA 90503.



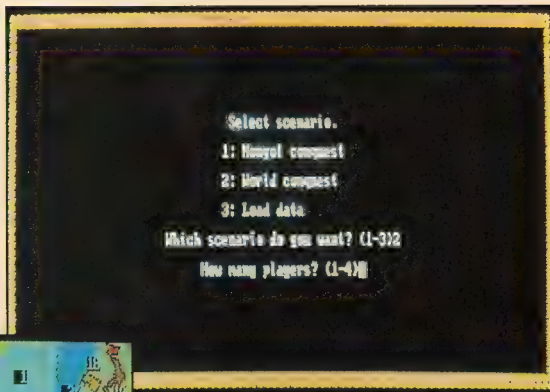
Ignorance of history is sad and dangerous, but as dull as the subject is so often made to seem in school, it's not surprising that such ignorance is widespread. As a former history major, I remember being appalled at how often the colorful, turbulent record of mankind was reduced to a mind-numbing procession of names, statistics, and dates.

Genghis Khan: A Study of Regal Principle, and games like it, would greatly contribute to high school world history classes. I'm not aware of any other historical simulation for PCs that blends so much fun with such a profound learning experience.

The virtue of *Genghis Khan* is that it brings a chapter of history to life in a way that challenges some of

COMPUTER GAME

of the



Begin by choosing your scenario, either a new game or a saved game. Scenario 1 limits you to playing Genghis Khan, but that's a nice bloodthirsty way to get started.



In Scenario 2, you can choose your character. Each leader faces different challenges and has various strategic advantages and disadvantages.

our common misconceptions and oversimplifications. For instance, consider the concept of monarchy — an all-but-extinct form of government in our own time, but one which was the norm throughout most of recorded history. We tend to think of monarchs as rulers with absolute life-and-death power over every aspect of their empire's fortunes. If the empire prospers, it must be due to the king's sagacity, courage, and charisma. If the empire topples, it's because the king was corrupt, evil, or cretinous.

But *Genghis Khan*, which incorporates a veritable library of accurate historical data, makes it clear that ruling a large empire during a period of turmoil was an incredible tightrope act. Monarchs were often pathetically vulnerable to blind luck. Most rulers — from the more benign and well-intentioned to the most

	Alexios	Richard	Minamoto	Alman	Alman
Gold	34	30	30	31	32
Food	170	180	175	180	180
Warfare	140	140	140	140	140
Technology	140	140	140	140	140
Population	140	140	140	140	140
Stability	140	140	140	140	140
Warfare	140	140	140	140	140
Technology	140	140	140	140	140

You can mold some personalities yourself. If you give each subordinate strong abilities in one or two areas of statecraft, you'll make it easier to match man to task later in the game.

	Alman
Gold	34
Food	170
Warfare	140
Technology	140
Population	140
Stability	140
Warfare	140
Technology	140

The spring of each year is a good time to take stock. Jot down the vital statistics of your country or countries, then see how well you're doing when the spring of 1207 rolls around.

	Alman
Gold	34
Food	170
Warfare	140
Technology	140
Population	140
Stability	140
Warfare	140
Technology	140

Internal stability and economic growth should be your first order of business, no matter which ruler you are. One of your first commands should transfer people into food production.



Because market prices are low and you have some surplus gold, this might be a good time to upgrade your army's equipment. Try purchasing some fine new steel lances from the hard-bargaining Merchant of China.

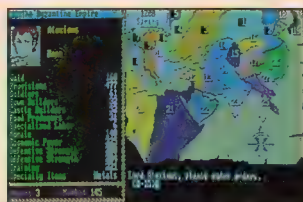
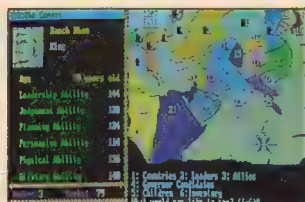
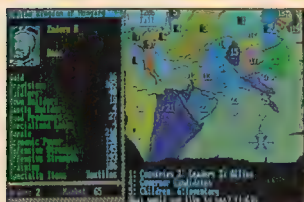
You may issue 3 commands each turn out of fifteen possible choices shown here. Your commands for the fall of 1206: (1) Transfer people from food production into defense, mining, and urban development. Your overtures (2) of a nonaggression pact with Endore II were rebuffed, so you dispatch a spy (3) to gather intelligence.



ruthless and aggressive — faced everyday problems of government, economics, and diplomacy that would drive most normal people quite mad.

In *Genghis Khan*, you spend a good part of the game either attacking other states or defending yourself against their attacks. The tactical part of the game is beautifully done, with crisp, colorful graphics and fluid, realistic combat. As in real life, you get better with experience, and nothing seasons your battlefield expertise like a few humiliating defeats.

However, *Genghis Khan* is much more than a war game. It simulates economics, politics, and diplomacy in so challenging and subtle a manner that zooming into the actual battlefield may come as a relief — a



Once you've planted a spy, use the View command to obtain intelligence. Endore II must be fairly dumb, for your spy's report says Hungary is a stable but very poor country, of no immediate threat.

Another spy's report, informs you that Country 3 is vast, well armed, and high in morale, indicating an aggressive spirit. Its leader, Basch Khan, is obviously strong and not a man to be taken lightly.

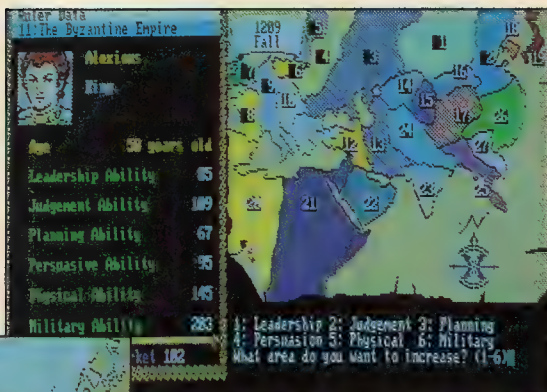
Spring, 1208: Your attention to internal affairs is slowly paying off. The economy looks better, as does morale. Defenses are much stronger, and both the training and equipment of your army have improved.

COMPUTER GAME

of the



Most of the command decisions you make cost you ability points, so you need to refrain yourself from time to time. In this case, overwork has caused your planning ability to atrophy.

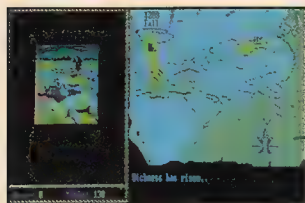


Pay close attention to developments in other countries. A state that has just fought a war is significantly weakened, as is one that has suffered a natural disaster.

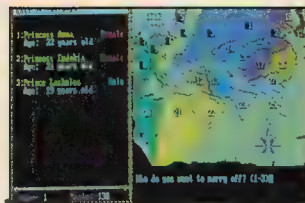
chance to stretch your legs outside the palace for a few weeks!

The time is the early 13th century, the dawn of the age of gunpowder, when feudalism was crumbling and the world trembled under the hooves of mighty armies. You can play as any one of four emperors: China's Genghis Khan, England's Richard the Lionhearted, Byzantium's Alexios III, or Japan's Shogun Minamoto Yoritomo. Even if you start out playing as a "good guy" — minding your nation's own internal business and arming only for defense — you'll inevitably be swept up in the violence of the era.

The game's subtitle, *A Study of Regal Principle*, indicates the breathtaking scope and ambition of *Genghis Khan*. If you've played the two previous Koei epics, *Nobunaga's Ambition* and *Romance of the Three Kingdoms*,



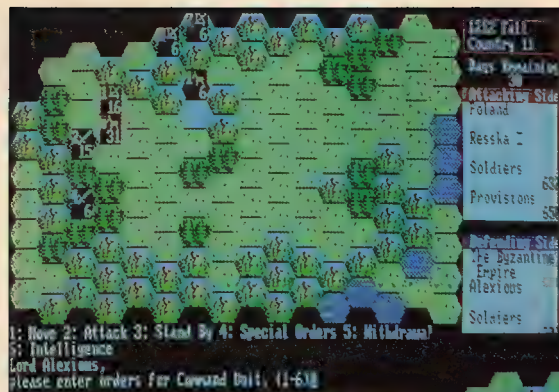
At some point during the game, your nation will almost certainly be ravaged by the plague. Be prepared for a loss of population, provisions, and morale.



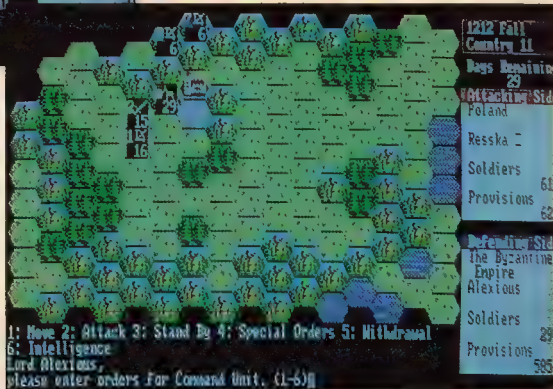
By the summer of 1212, you can fine-tune your retinue. Marry off the Princess Anna to your subordinate Ducas, making him royal, a possible successor, and — you hope — cementing his loyalty.



You're not getting any younger. So as often as your duties and age permit, you spend time with the Empress, using the Rendezvous command to try to increase your inventory of heirs.



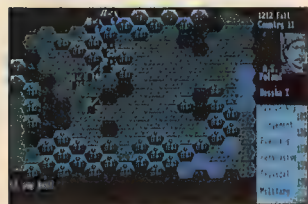
Funny how things don't work out as you plan. Your infantry unit at the bottom left has become invisible because it's waiting in ambush, but the enemy didn't fall for it. Now your town is besieged.



you'll have a bit of an advantage, but not much. This game is even more subtle, and it's much more successful at simulating the role of blind chance and simple misfortune in human affairs. Though it's not necessary to read the detailed historical background essays included in the manual, doing so enriches the experience of the game.

The manual, by the way, is chock-full of information and is logically and clearly organized. In some places, however, it is marred by poor punctuation and confusing syntax. For instance, the section on installing the program on a hard disk is particularly confusing. Get help if you need it, but don't let this lone flaw keep you from playing *Genghis Khan*.

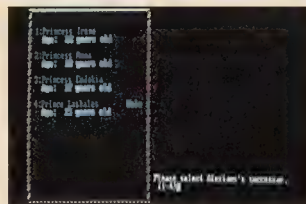
GP



In desperation, with the tide of battle running against you, you challenge the enemy commander to single combat. Alas, he is younger and stronger than you. After a fierce struggle, you are defeated.



The penalty for failure is severe. Alexios's mistake was in letting his army get too small, thus tempting an invader. Perhaps you were undone by your very progress in reviving the Byzantine state.



But life goes on — and so, if you like, does the game. You may now choose a successor to the throne of Byzantium. Perhaps a younger king, one willing to learn from Alexios will prosper.



S

imon Belmont, the whip-wielding hero of the original *Castlevania*, hears some bad news from a mysterious maiden at the start of this highly playable sequel.

Although Simon defeated Count Dracula in the first game, the vampire's spirit lives on.

Worse yet, Simon has been put under a terrible curse. His only hope is to journey through the wilds of Transylvania on an important mission. He must recover the five scattered parts of Dracula's body, return them to the Count's sinister castle, and burn them.

Simon starts out armed with an ordinary leather whip. Along the way, however, he can acquire four deadlier whips. He can also find assorted magical items that will help him survive the many dangers and challenges that lie ahead. The quest moves over typi-

NINTENDO REVIEWS CASTLEVANIA II

William R. Trotter

Version reviewed: Nintendo, Konami, 815 Mittel Drive, Wood Dale, Illinois 60191.

cal Nintendo terrain — lakes of fire, poisonous swamps, treacherous crags, dank stone villages, and vast haunted mansions.

You can pick up clues from the villagers you meet, although you can't actually converse with them. When you walk up to them on the street, a dialogue balloon appears over their heads. The game instructions and advertising make this feature seem more exciting than it

really is. Much of the information you get seems trivial or obvious. However, you must talk to everyone you meet, because now and then someone does say something helpful. (But beware of false tips!)

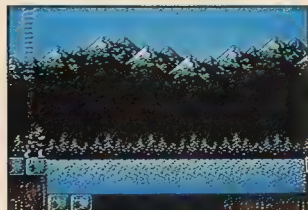
The graphics are good, not great, and you may get a little tired of cracking your whip at the monsters. But on the whole, *Castlevania II* is an enjoyable game. The mazes and puzzles are challenging, but not so difficult as to be irritating. If you keep your wits about you, try new ideas, and have reasonably quick reflexes, you can make slow but steady progress.

Difficulty increases sharply in the final third of the game, however. The final confrontation with the Count himself is the sort of top-of-the-mountain challenge that veteran Nintendo gamers relish.

Castlevania II contains plenty of arcade-style action, but also requires planning, strategy, and cool thinking. This combination makes it a better than average monster-basher.



Don't hesitate to throw holy water when it might do some good.



Sometimes nothing happens when you use magic crystals, but when something does, it's usually pretty dramatic.



Garlic not only wards off certain monsters, but can also be used as bait.



T

he problem with most arcade-style war games is that they resemble real combat about as much as the stories in a G.I. Joe comic book. In some games you control one

muscle-bound little figure who somehow can carry tons of ammunition while annihilating endless waves of mindlessly charging enemies. The outcome often depends not on your tactical skills, but on how long and how fast you can punch a button.

Airborne Ranger breaks the mold. It recreates the action of a U.S. Army Ranger in 12 possible missions, some requiring stealth and some firepower. (Actually, there is more variety than this number of missions makes it appear, since the enemy defenses change each game.)

The Ranger arrives on the scene in a paraglider. As you fly over the terrain, you drop three supply pods. From these pods, you can



AIRBORNE RANGER

William R. Trotter

Version reviewed: IBM PC, Tandy, and compatibles; 384K minimum memory (512K for MCGA); CGA, EGA, MCGA, VGA, Tandy, or Hercules graphics; joystick recommended. Also available for Commodore 64. MicroProse, 180 Lakeland Drive, Hunt Valley, MD 21030.

replenish your ammunition and receive first aid as you progress toward your objective. You can determine the contents of these supply pods to suit the type of mission. You plot your route from overhead map views, similar to

intelligence photos, avoiding enemy fortifications and minefields.

Although a joystick isn't required, it's highly recommended. *Airborne Ranger* requires a lot of keystrokes. You must hit a key to change weapons, to switch to the map view and back, to get first aid, and to walk or run. (The fatigue factor is important in this game, a welcome touch of realism.) To help you keep the keys straight, the game comes with keyboard templates.

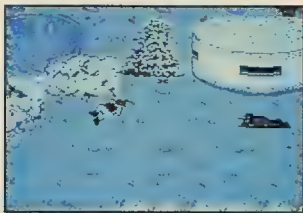
The animated figures move with satisfying realism, and the action graphics are as good as those in many arcade games. You can try all of the tricks you've ever seen in the movies, from knifing a sentry to detonating a time bomb as a diversion.

Airborne Ranger strikes an excellent balance. The missions are tough and the opposition determined, but if you're smart as well as brave, you can succeed. Unlike many bang-bang arcade games, there's more here than the simple question of how long you can survive.

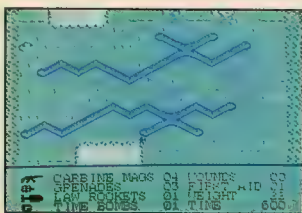
GP



For rescues or intelligence gathering, pack an extra time bomb to use for diversions.



Time bombs and LAW rockets work against pillboxes, but rockets are useless against barbed wire.



Use map views to plot a course to your objective. Stick to ravines, and crawl.



Cyborg Hunter is Activision's first title for the Sega Master System. See if this game plot sounds familiar:

In the distant future, you're a bounty hunter whose target is an evil warlord, Vipron. Vipron plans to release his cyborgs (creatures who are half human, half robot) to conquer the universe. Having made your way into his massive fortress, you must maneuver through mazes of corridors, picking up more powerful weapons and equipment while shooting everything that moves. You must also locate several ID cards in order to gain access to restricted areas.

Your opponents are everywhere, and they consist of three types. The Grunt Cyborgs are plentiful, more pesty than dangerous, and randomly scattered throughout the fortress. The Chief Cyborgs are less numerous than the Grunts, but must be tracked down and eliminated from each area before moving on. Finally, there are the Boss Cyborgs, who are hiding at the end of each area. When found and destroyed, they give up the ID card that grants access to the next section.

Vipron's fortress consists of seven areas. Each area has five floors connected by three eleva-

SEGA REVIEWS

CYBORG HUNTER

Edward J. Semrad



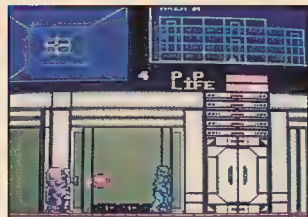
tors. Vipron, as expected, is at the end of the seventh level.

Cyborg Hunter, as you may have guessed, is a clone of *Zillion*, right down to the ID cards. But surprisingly, *Cyborg Hunter* is a more worthy sequel to *Zillion* than

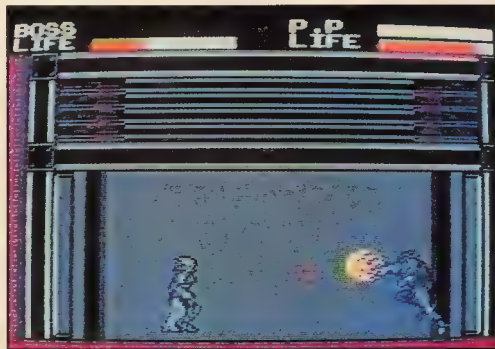
Zillion 2. The mazes aren't too complex, and the only difficulty will be maintaining your life energy, because the enemy cyborgs are everywhere.

The Psycho Gun is the weapon to use in this game, and the jet engine makes your mission easier by allowing you to fly over your opponents. The graphics are first-rate, and the unlimited continue feature makes the game a lot easier to play.

GP



At the end of each level in *Cyborg Hunter* is a Boss Cyborg you have to defeat in order to advance.



Your final battle in *Cyborg Hunter* is against Vipron, the evil warlord who would conquer the universe.



NINTENDO REVIEWS

TECMO BOWL

William R. Trotter

Version reviewed: Nintendo
Tecmo, 18005 South Adria Maru
Lane, Carson, CA 90746

Sports games for Nintendo machines are multiplying almost as fast as ninja games. If you're a fan of sports games, you may find it hard to keep track of what's good, what's new, and what's hot. *Tecmo Bowl* is all three — and is well worth the attention of football fans of all ages.

Perhaps the most novel feature of *Tecmo Bowl* is that it simulates the various strengths and specialties of real-life NFL teams. An NFL team with exceptional passing, defense, or kicking has those same strengths in *Tecmo Bowl*. This gives football fans the feeling of actually being able to coach or quarterback their favorite teams.

Tecmo has come up with a very playable system of scrimmage. Before each play, you can choose from four different strategies shown on the screen. Then, by manipulating an on-screen cursor, you can run the play. By using various button combinations, you can also make some quite realistic moves. For instance, you can make a diving tackle or stiff-arm a blocker who gets in your way.

Tecmo Bowl has some other interesting details, too. It has a very impressive synthesized voice that emits clear, convincing signals from the quarterback, and lusty cheers from the crowd when-

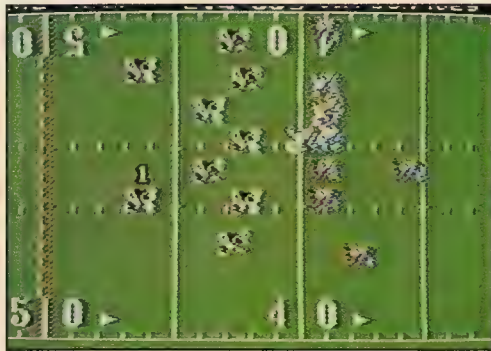
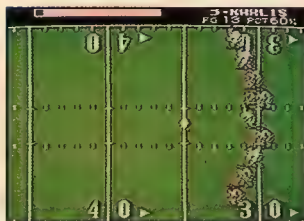
bone-crunching power than real-life players could ever withstand. When the two teams slam together, little video bodies fly through the air, and the synthesized voice groans and moans.

Tecmo Bowl is a solid achievement. It successfully mimics real football, filling the screen with noise, color, and action. Because of the way it simulates real teams, it provides considerable room for strategy. This is one of those (still comparatively rare) Nintendo cartridges that parents and kids can enjoy equally.

GP

ever someone scores. After a touchdown, the animated players leap into the air joyfully, slapping their palms together.

There's one aspect of the game which departs from reality, but few football fans will complain. These animated gridiron warriors smash into each other with more



To make a strong kick, wait for the pink bar to go as far left as possible.

The dotted line shows how far to go for your next first down.



THE TWILIGHT ZONE

Leslie Mizell

Version reviewed: IBMPC, Tandy and compatibles; 512K minimum memory; CGA, EGA, or VGA graphics; text-only with Hercules graphics cards. Also available for Amiga, Apple II, and Commodore 64. First Row Publishing, 900 East 8th Avenue, King of Prussia, PA 19406.

There's no single plot to follow in *The Twilight Zone*, since it's made up of unconnected scenarios. Though uncredited, the game combines the pilot episode of the series, "Where Is Everybody?" (broadcast October 2, 1959 and

starring Earl Holliman) with Richard Connell's classic short story "The Most Dangerous Game," and another *Twilight Zone* episode, "People Are Alike All Over" (starring Roddy McDowall). As a result, fans of the series will know what's around many of the corners, which may please some people and annoy others.

Still, fans will appreciate the inside jokes. For example, streets in the city are named for Richard Matheson, writer of such episodes as "Nick of Time" and "Nightmare at 20,000 Feet;" Buck Houghton, producer for the first three seasons; and Bernard Hermann, who wrote the theme music for the first season. One location in the game, Duvall's Toy Store, seems to be named for Robert Duvall (who starred in an episode called "Miniature").

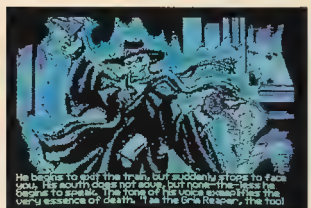
Thanks to these details, the game will probably hold more appeal for true devotees than for those who aren't very familiar with the show. And with 156 episodes to draw from, a sequel is probably already in the works.

GP

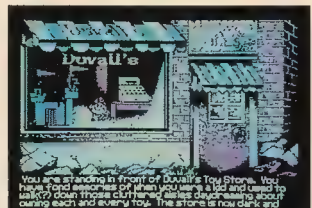
Fans of *The Twilight Zone* knew it was only a matter of time before the *Zone* joined *Star Trek* as a computer game. First Row Software has submitted for your approval a *Twilight Zone* game that is an homage to the 30-year-old series.

A text adventure with some graphics, *The Twilight Zone* takes place in a kind of limbo — no particular time, no particular planet. In a city evidently under martial law, the player wakes up and escapes the claustrophobic confines of his house to explore the immediate neighborhood.

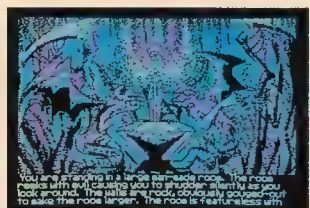
Simply by entering buildings, the player is transported to such places as Southeast Asia, the U.S. heartland, a race track, a medieval monarchy, and an overgrown island. Getting *through* these lands of shadow and substance isn't as much of a problem as getting *to* them: Go in the wrong order and you'll be hopelessly lost.



The Grim Reaper is just one character you'll encounter.



Bury this soldier's body or get stuck here.



Two riddles on the medieval doors have the same answer.



any parents have been hard pressed to find less-violent Nintendo games suitable for young children. These games have been limited

largely to sports simulations or complicated adventures. But Taito's *Bubble Bobble* is perfect for children, and adults can enjoy it as well.

Bub, a tiny comic dinosaur (and Bob, if two people play), is off to rescue some of his brontosaurus friends who have been kidnapped by the evil Baron von Blubba. Bub has a long journey ahead of him, because his friends are at the end of a 226-room maze world. He has to defeat all the beasts in each room to progress to the next.

There are half a dozen different breeds of critters invading the rooms, but Bub doesn't have a machine gun or laser. Instead, he blows bubbles that surround his enemies, then pops them. The vil-

NINTENDO

REVIEWS

BUBBLE BOBBLE

Leslie Mizell

Version reviewed: Nintendo
Taito Software, 267 West Esplanade #206, North Vancouver, BC, Canada V7M 1A5

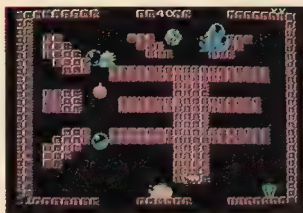
lains are pretty innocuous as well. Baby-faced hullabaloons, fishy Belugas, and spring-based Coileys aren't very threatening. Each room is fanciful with bright colors and intriguing shapes.

Every popped bubble leaves behind icons, such as carrots or crowns, which increase your score when picked up. Random icons give you speed, invincibility,

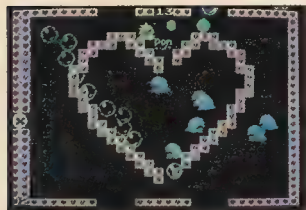
warping power, or other rewards. And if you can pick up all the letters in the word *extend*, you'll move on to the next level. But even if you can't warp forward, a five-letter password appears after each completed room so you can continue where you left off.

The only drawback to *Bubble Bobble* is that some rooms are virtually impossible to complete without the (random) appearance of a powerful icon that can clear enemies or warp you forward. The game is so long, with so many rooms, that sometimes you feel as if you aren't making any headway. But better a game too long than one you can finish in a week-end.

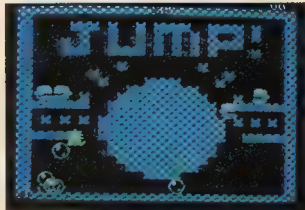
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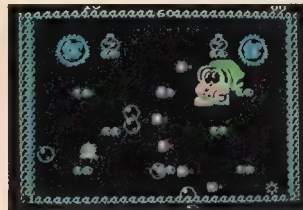
Catch the bomb before it disappears and you'll destroy all your enemies.



Catch the Belugas in bubbles, then pop them.



You have to float on your own bubbles.



Get past Grumple Grommit to enter the second world.

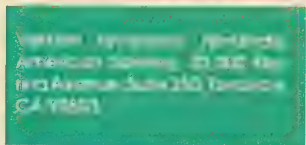


NINTENDO

REVIEWS

AMAGON

Leslie Mizell

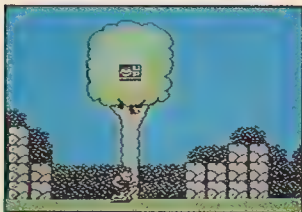


There aren't many games in which you find yourself battling a hippo demon or a reptilian megalosaurus.

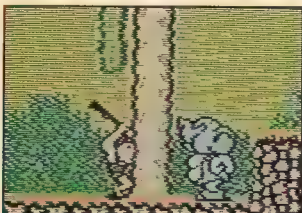
But it seems nothing is too tough for Megagon. Once he has transformed, he is all confidence, prancing around and knocking his enemies silly with one blow from his bulging biceps.

When you reach zone 4, *Amagon* lets you restart a game from the point where you were defeated. Yet, once you've conquered a zone, you will have learned its tricks and shouldn't have trouble clearing it again. Likewise, there's usually a trick involved in defeating the final enemy in each zone.

GP



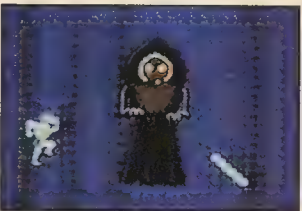
Get points, ammunition, keys, or one-ups by killing monsters.



If you run out of bullets, you'll have to use the gun stock.



Watch for the hippo demon at the end of zone 3.



Your final battle will be against this powerful extraterrestrial.

There's an island in the South Pacific so mysterious and deadly that no one has ever returned from it alive. Amagon is a top soldier who's parachuting to the island, armed only with

a machine gun. How does he expect to survive? Well, Amagon has a secret. He can transform himself into Megagon, a huge man-beast who packs a powerful punch.

Amagon is a shoot-and-punch game with strong graphics that set it apart from others of its ilk. Our hero is pretty scrawny-looking until he transforms into a huge muscleman.

But even when he's a 98-pound weakling, Amagon is larger than the on-screen characters in most Nintendo games. His size not only makes him easier to control, but also gives him more expressions—such as his look of surprise when he gets stung or bitten by one of the beasts lurking on the island.

The island world, too, is graphically attractive, with lots of cartoon-like enemies inhabiting its many zones. Even if you get by the killer mushrooms and wasps in zone 1, you'll still have to take on the deadly moles and vampire bats of zone 2. At the end of each zone, there's a huge monster to defeat.



In *Top Gun*, we got a peek at what it's like to be a fighter pilot in today's U.S. Navy. Flying their powerful F-14 Tomcat jets, these modern naval aviators command the skies over every ocean of the world, armed with sophisticated radar and missiles.

But things were quite different in 1942. The U.S. Navy was smarting from Pearl Harbor, and the Japanese were sweeping across the Pacific. The Japanese had twice as many aircraft carriers, better planes, and highly skilled pilots.

Battlehawks 1942 recreates this chapter of World War II from the point of view of the naval aviators. You can assume the role of a Japanese or American pilot and choose from six vintage aircraft. If you pick a Japanese Zero or American Wildcat fighter, your job is to defend your carrier against attacks from enemy bombers. If you select a Japanese Val or American Dauntless dive bomber,

REVIEWS

BATTLEHAWKS 1942

Tom R. Halfhill

Version reviewed: IBM PC, Tandy, and compatibles; 384K minimum memory; CGA, EGA, MCGA, or VGA graphics; joystick or mouse recommended; 3.5- and 5.25-inch disks included. LucasFilm, P.O. Box 2009, San Rafael, CA 94912.

your mission is to attack an enemy carrier with a near-vertical bombing run. If you pick a Japanese Kate or American Avenger torpedo bomber, you have to swoop low over the water to torpedo the enemy carrier.

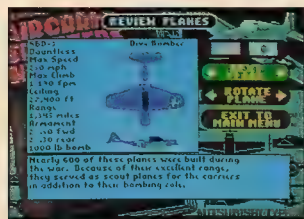
Battlehawks 1942 brings all this

to life with an exceptional degree of realism. Your plane is fully functional, although *Battlehawks* definitely emphasizes game play over flight simulation. (In other words, unlike some air combat simulators, the simulation doesn't get in the way of the action.) When you attack a carrier, clouds of exploding flak whistle by your canopy as enemy fighters spray machine-gun fire at your tail. If you score a hit with a bomb or torpedo, smoke and flames pour from the wounded ship.

You can switch among five different views, and use a camera to record a sixth view. A training mode lets you try different planes and practice your combat skills. The manual is extremely well done, with lots of tactical hints and historical background.

Perhaps best of all, *Battlehawks 1942* gives you the chance to learn what it was like when the fate of the Pacific hung in the balance, and history was in the hands of a few hundred brave fliers.

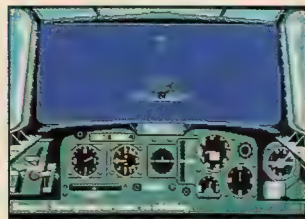
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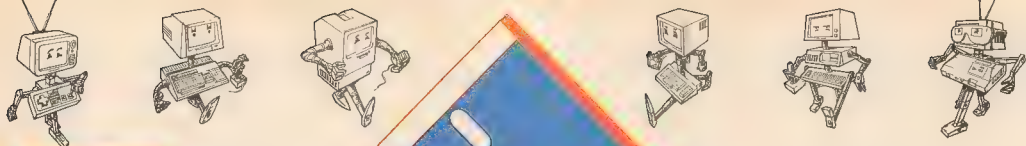
Battlehawks 1942 lets you choose from historically accurate planes.



When flying a bomber, you must fend off the agile fighters that quickly jump on your tail.



After a successful bombing run, the enemy carrier bursts into flames.



There are almost as many sword and sorcery role-playing games for personal computers as there are ninja games for Nintendo machines. The basic ingredients of all these games are

pretty much the same: swordplay, magic spells, mazes, dungeons, monsters, evil mages, bellicose barbarians, and so forth.

In a field this crowded, a game really has to be good to stand out. *Ultima V: Warriors of Destiny*, the latest and most elaborate in a popular series, succeeds in restoring one's sense of Tolkeinian wonder. The amount of creative detail lavished on *Ultima V* is impressive. The game has a host of quiet virtues that even the more jaded role-players can savor: tiny mirrors which cast reflections when encountered by a character...clocks that tick...fountains that splash musically...and villagers who go realistically about their daily business, unless and until you approach them.

There is an elegant "look" to *Ultima V* as well. The large-scale views are done in a charming style that recalls an elaborate medieval tapestry. Colors are rich, and the shapes of land masses and bodies of water are smooth and free of blocky graphics. One effective graphics touch is the treatment of nightfall. As the sun sets, darkness literally closes around you until

REVIEWS

ULTIMA V: WARRIORS OF DESTINY

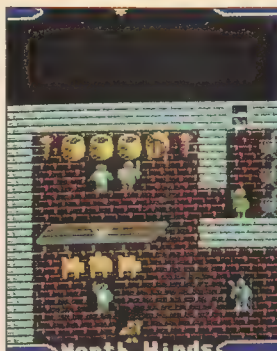
William R. Trotter

Version reviewed: IBM PC, Tandy, and compatibles; 256K minimum memory; CGA, EGA, Tandy, or Hercules graphics. Also available for Commodore 64, Apple II, and Apple IIGS. Origin Systems, 136 Harvey Road, Building B, Londonderry, NH 03053.

the screen is completely black, except for a tiny glow — a bit of torchlight, perhaps — directly around your character on the screen.

Combat scenes in this type of game are always something of a compromise, but the designers of *Ultima V* have negotiated the inevitable tradeoffs very handily. The battle screens are intensely visual; the text reinforces the on-screen action without dominating it. The combat is appropriately bloody, yet blessedly simple in its playing mechanics.

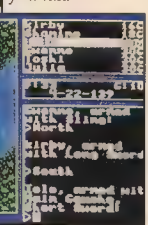
Fans of the first four *Ultima* games will automatically want this installment, but newcomers need not hesitate to plunge in. *Ultima V* is self-contained, and getting started is seductively easy. Succeeding in your quest, however, is not. But then, most role-playing gamers wouldn't want it any other way.



Approach treasure chests with caution—some are disguised monsters.



To succeed in your quest, talk to as many citizens as you can.





NINTENDO REVIEWS

GOLGO 13: TOP SECRET EPISODE

William R. Trotter

Version reviewed: Nintendo, The Tokai, Torrance Tech Park, 378 Arapoglo Avenue, Suite 104, Torrance, CA 90501.

Parents who monitor the amount of violence in their children's videogames should be aware that *Golgo 13* contains a lot of unusually realistic mayhem and

violence, including more than a few scenes of cold-blooded murder. Of course, most Nintendo games contain zillions of electronic deaths, but some parents may draw the line between zapping a flying tentacled eyeball and pulling the trigger on a human being.

Aside from the considerations, *Golgo 13* really delivers the goods. The graphics are quite nice, and in some cases very imaginative. The action scenes, often shown from a gunsight point of view, are intense and exciting. The use of realistic city backgrounds and actual European locations gives the game a fresh look and a strong atmospheric feeling. If you can keep the plot straight, you'll probably find *Golgo 13* an outstanding game.

GP



Shoot these missiles fast, or you're a goner.

Some of your best clues will be found inside subway stations, airports, offices, hotels, and other locations.

Despite the flood of Nintendo games with ninjas, super-Rambo warriors, and princesses who need rescuing, there are signs that a new wave of

Nintendo games may be coming. These new games are exploring areas far beyond the basic arcade-style action that has dominated the field until now. A perfect example is *Golgo 13: Top Secret Episode*. Although *Golgo 13* has its share of arcade bang-bang, it also breaks new ground with its use of interactive dialogue, a multi-character story line, realistic urban settings, and elaborate plotting.

Not that the plot makes a whole lot of sense. *Golgo 13* merrily throws together a stolen batch of germ warfare drugs, a frame-up of the main character, two secret organizations, stolen missiles fired at government helicopters, bungling CIA agents, nasty KGB assassins, and random appearances by what must surely be the first sexy female characters in the history of Nintendo gaming. Yet somehow, in defiance of logic, it all hangs together. It might even be taken as a satire of James Bond-type movies. Grownups who play *Golgo 13* — and this is definitely a Nintendo game with adult appeal — may be reminded of all those dopey-but-fun low-budget “secret agent” films of the 1960s.



What kind of combat do you prefer in a video game — past, present, or future? Can't decide? Then how about everything in one game?

Sega has adapted its arcade hit *Time Soldiers* for the Sega Master System. You'll become a seasoned time traveler before this game is over.

The main troublemaker in *Time Soldiers* is Gylend, a power-hungry being from another universe who is causing death and destruction everywhere he goes. Seven of our best troopers left Earth to launch a surprise attack on Gylend, but he transported five of them into the depths of time. Gylend spared the remaining two troopers because he needed entertainment. He offered them a challenge: If they could find their five friends and bring them back, he might consider saving Earth.

You and a friend (*Time Soldiers*

SEGA

REVIEWS

TIME SOLDIERS

Edward J. Semrad



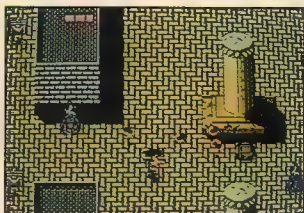
can be played as a two-person cooperative game) are the two troopers who must travel throughout time to locate the five lost troopers. Your only clue is the fact that Gylend, who loves war and destruction, sent the soldiers into the worst eras in Earth history.

You travel back to the prehistoric age of fearsome dinosaurs and giant lizards that eat anything in sight. Or to the times of the

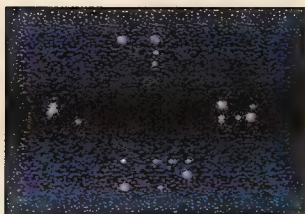
Roman Empire, when mythological creatures roamed the land. Or to the Japanese feudal period, where samurais and ninjas ruled supreme. Or to World War II, where one of your friends is bound to be among the battling armies and navies. The future has its many horrors, too.

Time Soldiers is one of Sega's most complex games. The maze of time tunnels is difficult to memorize, and the more powerful enemies are hard to destroy. The graphics and sound are only average, but the challenge more than makes up for these shortcomings. This is one of the few Sega games that push both your fighting and mental abilities to the max.

GP



This player has been transported to Roman times. Don't pick up the green "P"!



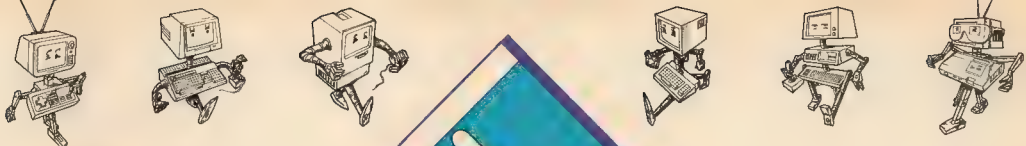
In *Time Soldiers*, you find yourself tumbling through this time warp into distant ages, past and future.



This fierce dinosaur is one of the obstacles to overcome in the prehistoric era.



Here's another deadly "boss creature" in *Time Soldiers*. Unfortunately, you can't avoid a fight.



If you love those mad scientist classics and old space serials, *Rocket Ranger* is a game for you. You'll be transformed into a 1940s hero and given only a limited time to turn

the world safe for democracy.

On the brink of World War II, the Third Reich has kidnapped a brilliant scientist and his daughter in an effort to mine lunarium, a power source found only on the moon. The Nazis are also using mind-control machines to turn huge segments of the world's population into zombies.

Scientists from the 21st century (who know that the Nazis *did* win WWII because of lunarium) have sent you a jet-propelled rocket suit, a ray gun, and a decoder wheel. But how you use them is up to you. Can you change history and save the world from galactic Nazism?

Begin by setting up a network of agents throughout the world to



ROCKET RANGER

Leslie Mizell

Version reviewed: IBM, Tandy, and compatibles; 384K minimum memory; CGA, EGA, and Tandy 16-color graphics; joystick recommended. Also available for Amiga, Apple IIGS, and Commodore 64. Cinemaware, 4165 Thousand Oaks Blvd., Westlake Village, CA 91362.

spy on the Third Reich. But don't always take their advice. You have to find the plants where the Nazis are building rocket parts, infiltrate the bases, and send the parts back to Washington, where the U.S. is building its own rocket. Place your

agents in Africa and the Middle East while you search South America and Canada for rocket bases and the jungle base. Then move an agent to South America (the last place the Nazis will conquer) to set up the Resistance.

But don't forget about Prof. Barnstorff. You'll have three chances to rescue him — from a Zeppelin, from a German bomb base, and from the secret desert base. If the Nazis get the professor to the moon before you can rescue him, the war is lost.

Rocket Ranger boasts superb graphics that truly capture the feeling of a 1940s RKO movie. The game requires a good bit of strategy, but once you learn the ground rules and the knack of fighting the Nazi hordes, you shouldn't have too much trouble finishing the game. A joystick is better than a keyboard in this game, but taking off with your jet pack seems to be equally difficult with either control. Except for those takeoffs, movements necessary for flying, dogfights, fist fights, and base battles are easy to master.

GP



Defeat the Nazi to open the door to the rocket plant.



The jungle base is in South America or Africa.



Find rocket parts and send them to Washington.



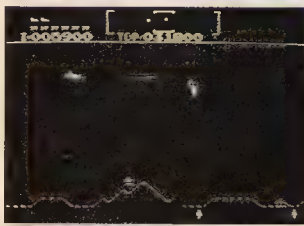
NINTENDO REVIEWS DEFENDER II

Tom R. Halfhill

From far off in the distance, you hear a pitiful squeal for help. It's unmistakably a Resident of your planet who is in trouble. Without wasting a second, you rush to the rescue in your spaceship. Then you discover, to your horror, that the helpless Resident is being kidnapped by a Mutant alien. If you get there in time—and if you're a good enough shot—you can blast the Mutant with your laser and catch the falling Resident. But if your rescue attempt fails, the Mutant will transform the Resident into a dangerous enemy.

Long-time arcade players will recognize this game right away. It's *Defender*, a classic arcade game for many years. Updated for the Nintendo system, this new ver-

Version reviewed: Nintendo. Hal America, 7873 SW Cirrus Drive, 25-F, Beaverton, OR, 97005.



If you catch a falling Resident with your spaceship, it's worth 1,000 or more bonus points.



Don't take too long to clear a level, or the saucer-shaped Baiters begin chasing you.

sion is called *Defender II*. Veteran *Defender* players will find that the Nintendo version captures all the excitement of the original.

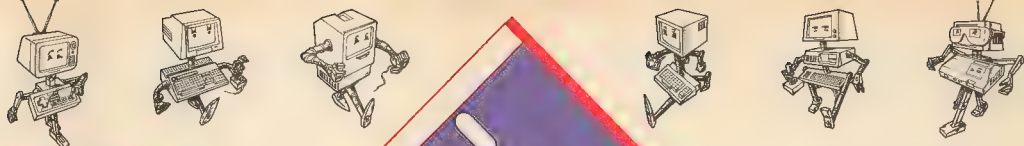
Defender II looks very much like the arcade version, but that also means the graphics are not as colorful or as varied as they are in most other Nintendo games. The screens tend to look the same on each level. What's more important, however, is the quality of the game play. *Defender II* is as much fun and as challenging as any action game you'll find.

Defender II is very fast-paced. You fly a spaceship that can move up or down, left or right, and at different speeds. The screen scrolls horizontally as you fly. A radar view at the top of the screen shows what's happening in areas that are out of sight. Your path is usually blocked by invading aliens of various types. Mutants keep trying to kidnap Residents, while other aliens ignore the Residents and attack you.

When the screen fills with hostile aliens and things look hopeless, you can use a secret weapon—a smart bomb. That instantly destroys every alien in sight. You start the game with only a limited supply of bombs and spaceships, but you can earn more. You can also evade pursuers by flying through a warp gate to another part of the planet.

Both old-timers and newcomers will enjoy playing this classic game.

GP



The most massive game you're likely to encounter this year is *Star Saga: One*. It comes in a box as thick as the Boston phone directory, weighs almost four pounds, and includes more than 800 pages of manuals.

Star Saga: One is a well thought out variant on the classic explore-and-conquer-the-galaxy theme. Players adopt one of six characters, then leave the securely quarantined Nine Worlds zone to explore the unknown reaches of space beyond the Boundary—an artificial border created during the terrible days of the Space Plague.

Each time you visit a planet, you are confronted with several courses of action. Some actions may be consonant with your basic objectives in the game, and some may not...or may not *seem* to be. When you make a decision, the computer directs you to a block of text inside one of the 15 or so booklets that accompany the game. You look up the passage, and possibly take further action.

All of the classic elements are present, including interstellar trade and space combat. There is also a nifty board-map of the galaxy on which you can keep track of your ship's movements.

When you first open the box, *Star Saga: One* looks cumbersome, but it isn't. The instruction manual



STAR SAGA: ONE—BEYOND THE BOUNDARY

William R. Trotter

Version reviewed: IBM PC, Tandy, and compatibles; 256K minimum memory; no graphics required. Also available for Apple II, MasterPlay, 8417 Sun State Street, Tampa, FL 33614.

is a model of clarity and completeness. The alien civilizations have been realized with splendid consistency and imagination. There's also a subplot that develops be-



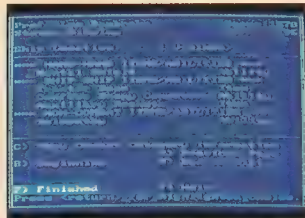
At first glance, *Star Saga: One* appears truly formidable. But you'll be ready to play much sooner than you might think.

neath the quest that begins the game. It is mysterious, and hints of truly vast revelations to come. Much of what happens to you, however, is outlandishly clever and droll.

Be forewarned that a complete game takes about 60 hours to finish. After a few solid hours of play, you may become impatient with the process of looking up the text blocks. Although the writing is quite good, the mechanics can become laborious or even wearisome.

This minor point aside, *Star Saga: One* is fascinating and addictive. If you liked the basic premise of *Hitchhiker's Guide to the Galaxy* (that the universe is more absurd than we can possibly realize), you ought to love *Star Saga: One*.

GP



Combat is not solely a matter of firepower. You can acquire exotic talents and abilities by studying with alien cultures.



REVIEWS

FLYING DRAGON

Tom R. Halfhill

Version reviewed: Nintendo, Culture Brain, 9593 153rd Avenue, NE, Redmond, WA 98052.

you can't lose. If you fight poorly, you receive more instruction and more practice, and the training continues. You are free of the constant pressure that is usually a major part of a videogame.

As it turns out, it's a good thing *Flying Dragon* offers this training school. Later on, you need these fighting skills to defeat special enemies and advance to higher levels. This is definitely one school

in which you must pay attention!

Your ultimate goal in *Flying Dragon* is to recover five secret scrolls that were stolen from your wise teacher, Juan. In the wrong hands, the scrolls are very dangerous. As Ryuhi, a young boy, you set off on a long and hazardous journey to find the scrolls.

Flying Dragon will test your ability to use the keypad controller more so than most games. It is a game with many complex moves. You can unleash an amazing variety of punches, kicks, and blocks, using both your hands and your feet. Even such unusual moves as cyclone kicks and over-the-shoulder throws are possible by pressing the controller buttons in various combinations.

Because of these complex moves, *Flying Dragon* may be difficult to master for some very young children. But older kids and adults with good coordination will find it a challenging game.

GP

Most martial-arts games assume you're already an expert fighter. Right from the start, they plunge you into

swarms of foes. To survive and win, you are expected to be an experienced master in unarmed combat.

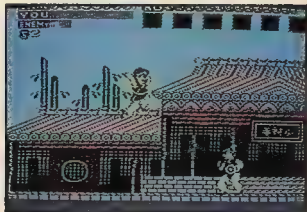
Flying Dragon is different. True, the game begins on the first level with a steady onslaught of hostile Tusk Soldiers and other enemies. But it's not too hard to defeat them and unlock the door that exits to the next level. And that's when you discover a surprise.

Instead of finding a second level with more enemies to defeat, you find yourself in school — a martial-arts training school. An old master teaches you how to punch, kick, and block, and how to use secret fighting techniques.

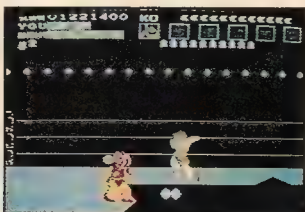
What makes this part of *Flying Dragon* particularly unusual is that



On the first level, you can earn an extra life by punching this statue and grabbing the symbol that appears.



You must master the flying leap in training school. You'll definitely need this move later.



Defeating this Tusk Soldier after the tournament is one of the hardest parts of the game.

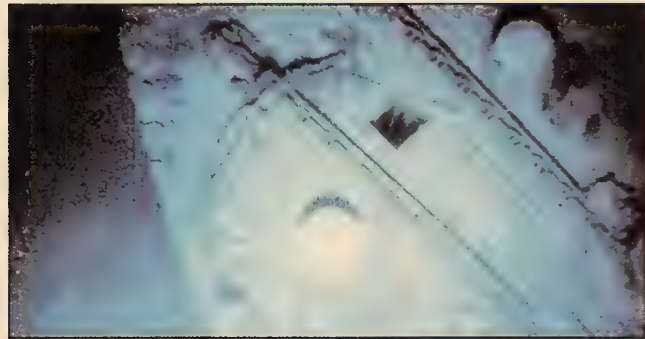
A N D P R E V I E W S

Realism, Accuracy In *Titanic*

Capstone Entertainment Software has recreated one of the greatest real-life adventures of the decade: the search for the wreck of the passenger ship *Titanic*.

In *Search for the Titanic*, players begin as novice oceanographers and explore lesser wrecks—up to 75 of them—before tackling the greatest underwater hunt of them all. And if the screen graphics in *Titanic* look authentic, it's because they are actual digitized photos of the S.S. *Titanic* taken at a depth of 12,000 feet in the frigid waters of the North Atlantic. In fact, staff members of the Woods Hole Oceanographic Institute (who discovered the *Titanic*'s resting place) checked the game for authenticity.

Search for the Titanic is available for IBM, Tandy, and PC-compatible computers; Apple II and IIGS; Atari ST; Amiga; and Commodore 64/128.



A digitized photo of the sunken *Titanic*.

New U-Force Controller Liberates Gamers

A new controller developed by Broderbund Software lets Nintendo players control games without touching a joystick or control pad—in fact you don't touch anything! The new U-Force controller plugs into the joystick port on the NES and requires no batteries. Players simply move their hands and body within range of the



The U-Force Controller for Nintendo.

controller screen, and their motions are translated instantly into on-screen action.

For example, if you're playing *Mike Tyson's Punch Out*, you can throw a right cross in the air and watch Little Mac catch King Hippo square on the chin. Or you can drive with an imaginary steering wheel in *Spy Hunter* and see the car make daring maneuvers on the screen. The exact direction, motion, and strength of your move is duplicated in the videogame.

DigiTek Adds PC Version Of Miniature Golf Game

Hole-In-One Miniature Golf, a popular Amiga game, has recently been released for IBM, Tandy, and compatible computers and for the Commodore 64 computer. As many as four players at once can compete on miniature golf holes ranging from the classic windmill to the inside of a pinball machine. DigiTek has also announced the release of *Extra Course Disk #3* for the Amiga version of the game.

A N D P R E V I E W S

Hand-Held Games Are Back Again!

Summer's coming, which means one thing—long, *booring* car rides on family vacations. If you've got a good portable game to play, any trip by plane, train, or automobile can seem to go by faster. Hand-held videogames were popular several years ago, but now a new generation is emerging, thanks to advanced technology that makes them bigger, brighter, and more colorful than ever.

Nintendo of America has announced that *Super Mario Bros.*, *Climber*, and *Balloon Fight* will join their "widescreen" series of games. Just added to the list of Nintendo "multi-screen" games is *Safebuster*.

Konami, another leading manufacturer of Nintendo software, unveiled its new line of hand-

held games at the 1989 Winter Consumer Electronics Show in Las Vegas. Three of Konami's biggest NES games, *Contra*, *Double Dribble*, and *Gradius*, will be on store shelves in May, followed soon by *Top Gun* and *Teenage Mutant Ninja Turtles*.

A Konami spokesperson said "advances in liquid crystal technology, better and more sophisticated graphics, and action-packed special effects should make these games popular take-along versions of their videogame and arcade counterparts."

Acclaim and a number of other Nintendo licensees are also planning to enter the hand-held game market this year.



Mattel's new Power Glove for Nintendo.

Mattel Debuts NES Power Glove

Mattel has introduced a new high-tech controller for Nintendo games. Called the *Power Glove*, and based on NASA technology, the device turns a player's hand into the equivalent of a joystick.

Sensors in the glove instantly translate the player's gestures into corresponding actions on the screen. A programmable keyboard, worn on the forearm, gives players access to turbo fire, slow motion, and other options.

Mindscape Adds More Action Games To Its Lineup

Known for its strategy classic, *Balance of Power*, Mindscape is now expanding its lineup of action titles with five new games.

In *Hostage* (available for Amiga, Atari ST, Commodore 64/128, Macintosh, Apple IIGS, and IBM PC-compatible computers) players must command a six-member team trying to rescue hostages held by terrorists in a foreign embassy. In *Combat Course* (for Amiga, Atari ST, PC, and Commodore 64/128), you'll go through military combat training. The toughness of the training depends on you, because you select your own skill level and build your own obstacle course.

In *Aussie Games*, you participate in six outrageous Australian "sports," including boomerang tossing, belly-whacking, and beer-bottle shooting. You wrestle your way through *Sgt. Slaughter's Mat Wars*, and have five sports to choose from in *International Team Sports*. Take on athletes from 31 countries in volleyball, water polo, soccer, swimming, and track. The three sports games are available in PC and Commodore 64/128 formats.



Hostage from Mindscape, on the ST.

A N D P R E V I E W S

Test Drive II Fulfills Racing Fantasies.

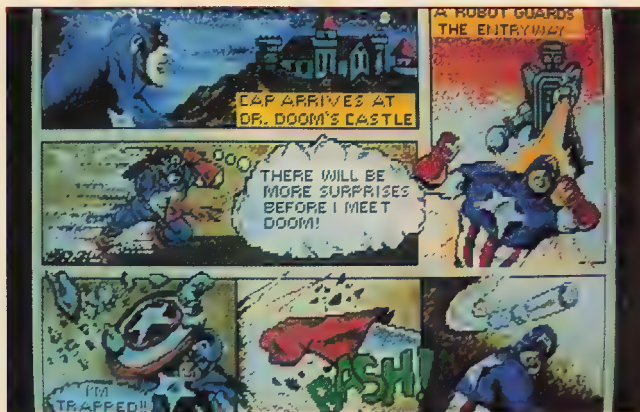
Accolade's new driving simulation, *Test Drive II: The Duel*, lets racing fans match two of the fastest production cars ever built — the Porsche 959 and the Ferrari F40. That's a contest that, until now, has been staged only in the imaginations of fast-car fanatics. Race along at simulated speeds that exceed 190 mph to decide which sports car is really the best.

Two accessory disks are available as well. With *The Supercars* you can race Lotus, Ferrari, and Lamborghini cars, and in *California Challenge* you can take part in an adventurous six-leg road race down the scenic coast of California.

Test Drive II is available for IBM, Tandy, and PC-compatible computers; Amiga; Apple IIGS; and the Commodore 64/128.



Test Drive II from Accolade (Amiga screen).



Here comes Doctor Doom!

Comic Book Heroes Face Dr. Doom

Have faith, guardians of truth and justice! **Paragon Software**, in cooperation with Marvel Comics, has just unveiled the first of a series of interactive electronic comic books.

Unlike previous comic book adaptations for PCs, this new series allows players to control Spiderman and other superheroes as they duke it out with a host of Marvel supervillains, including Rhino Man, Electro, and the Hobgoblin. Pow! Wham! Smash! Watch good triumph over evil in your own living room.

The first game, *Dr. Doom's Revenge*, is available for IBM, Tandy, and PC-compatible computers; Commodore 64/128; Amiga; and the Atari ST.

Jack Nicklaus Available Soon For NES

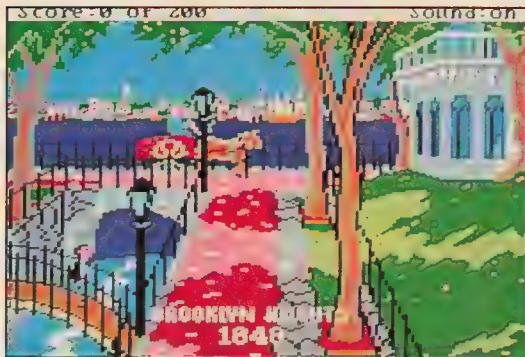
The popular new computer game with the long name, *Jack Nicklaus' Greatest 18 Holes of Major Championship Golf*, has just been licensed for the Nintendo format to **Ultra Software**. Ultra, already distributing popular titles such as *Metal Gear*, expects the golf simulation to be out before the end of this year.



Tee off with Jack Nicklaus.

AND PREVIEW S

Go West, Young Gamer, With *Gold Rush*



There's plenty of adventure in Sierra's *Gold Rush!*

It's 1848, and you're a mild-mannered clerk in Brooklyn who is suddenly seized with gold fever. Will you survive the long, perilous trek to California? Will you strike gold? Can you fight off the claim jumpers, bandits, and swindlers who want to relieve you of that extra weight?

Sierra On-Line's new animated adventure game, *Gold Rush!*, is based on historical events and is really three games in one. You can choose to go west by wagon train, through the jungles of Panama, or by sea around Cape Horn.

Gold Rush! is available for IBM, Tandy, and compatible computers, with versions for the Apple IIGS, Apple IIe/c, Macintosh, Amiga, and Atari ST following soon after.

P-P-P-Pleeze Save The Toons From The Dip

The hot 1988 movie, *Who Framed Roger Rabbit?*, has been released as a videogame by Buena Vista Software, a Walt Disney company. Roger Rabbit and his nubile wife, Jessica, try to stop the evil Judge Doom from destroying Toontown with a vat of dip.

But first Roger has to take Benny the Cab on a hare-raising trip through Tinseltown; find the missing will in the Pen and Ink Club before getting bounced by a big gorilla; and survive deadly practical jokes and Doom's weasel cohorts in the Gag Factory.

Roger Rabbit is available for IBM, Tandy, and PC-compatible computers; Amiga; Commodore 64/128; and the Apple II series.



Roger Rabbit is back in action.

A N D P R E V I E W S

Break The Bank With *Casino Master*

Do you enjoy a game of chance, but don't like the idea of losing real money? Do you have a pet theory about how to win at roulette, but can't afford a trip to Las Vegas to test it out? **Centron Software's** new *Casino Master* may be what you're looking for.

This five-in-one package provides realistic simulations of blackjack, roulette, craps, poker, and baccarat. Special features include authentic casino rules, player-selectable bankrolls and chip values, and advice screens. Since the program records your wins and losses, you can tell when you're ready for Las Vegas or Atlantic City. The manual explains each gambling game and suggests betting strategies.

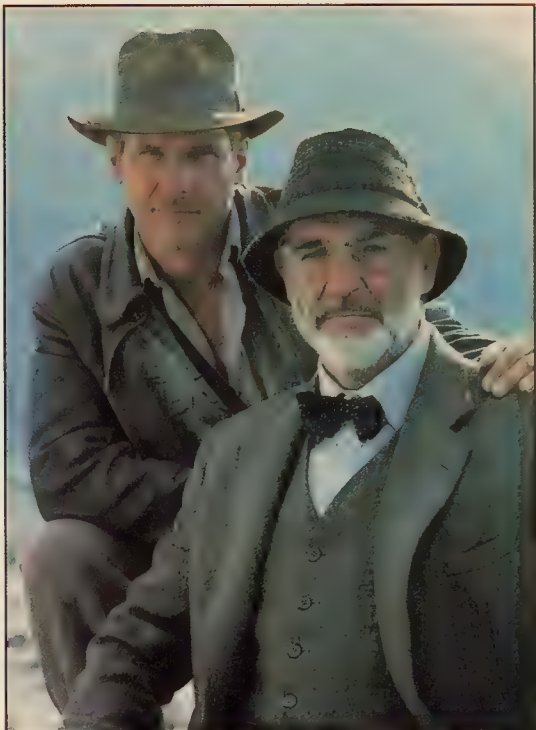
Casino Master is available for IBM, Tandy, and PC-compatible computers, and the Macintosh.

Go Fishing With New EA Game

Grab your rod and waders and head for the fishin' hole with **Interstel's** fishing simulator, *Reel Fish'n*. More than a way to laze away an afternoon, this Amiga game recreates the details of a day spent in search of that record-breaking bass.

After choosing from eight lakes, you check weather bulletins, select lures, and find the best fishing spot — all before you cast your first line. You can also enter a three-day tournament. Win the cash prize, and you can afford better equipment and more time off work.

Reel Fish'n is available on Amiga and Atari ST systems, with an IBM, Tandy, and compatibles version scheduled for this summer.



Indiana Jones computer games will be released by Lucasfilm Games.

New Indiana Jones Movie Will Be Computer Game

Indiana Jones and the Last Crusade, the latest Lucasfilm motion picture featuring the exploits of the daring archaeologist, will also be the title of two computer games planned for release this year by Lucasfilm Games. The new movie will once again feature Harrison Ford as Indiana Jones and will introduce audiences to Indiana's father, Dr. Henry Jones, to be played by Sean Connery.

GP

This list of 100 of the top video and computer games available today is updated each issue.

KEY: **PC** (IBM PC/XT/AT, Tandy, and compatibles); **AT** (IBM AT and compatibles only); **64** (Commodore 64/128); **Amiga** (Commodore Amiga); **Mac** (Apple Macintosh); **Apple II** (Apple II/II+/IIc/IIe); **IIGS** (Apple IIGS); **ST** (Atari ST); **NES** (Nintendo Entertainment System); **Sega** (Sega Master System); **XE** (Atari XE videogame system and 8-bit computers); **2600** (Atari VCS 2600); **7800** (Atari 7800).

The Ancient Art of War at Sea realistically simulates the tactics of the age of sail. Lets you wage campaign campaigns against Nelson, Blackbeard, John Paul Jones, and other great captains, or make up your own customized scenarios and maps. A different sort of war game, and a rather charming one. Broderbund, for Apple II, IIGS, Mac, PC.

Apollo 18 recreates the epic moonflights with painstaking authenticity. The approach is challenging and realistic; a sophisticated game for clear thinkers and masters of detail. Accolade, for PC, 64.

Balance of Power is a unique strategy game designed by famed game designer Chris Crawford. Played on a map of the world, you take on the role of US President or USSR General Secretary, trying to avoid nuclear war. Pacifist in tone; challenging and thoroughly absorbing. Mindscape, for Amiga, IIGS, Mac, PC, ST.

Bard's Tale II lets you join those happy rollers down at the Guild of Adventurers for heavy-duty questing and non-stop encounters with enemies, human and other-

wise. For those who can't get enough fantasy role-playing, here's more of what you're looking for. Electronic Arts, for Amiga, Apple II, IIGS, PC, 64, ST.

Battle Chess takes the combat-metaphor aspect of chess and brings it alive with clever, colorful animation and operatic sound effects. We wonder why nobody thought of this years ago. Aside from the novelty, great though it is, this is also a first-rate chess program. Interplay (distributed by Electronic Arts), for Amiga, Apple IIGS, PC.

BattleTech puts you at the controls of a Mech Warrior, an armored vehicle-cum-robot that moves fast and packs enormous firepower. Based on a popular role-playing game of the same name, this is a good game enhanced by excellent graphics. Infocom (distributed by Activision), for Amiga, Apple II, PC, 64.

Beyond Zork updates and expands a computer-gaming classic. The original *Zork* was the avatar of all adventure games; this new version retains zany humor of the original, adds role-playing element and on-screen

mapping. Unless text-games repel you utterly, this is irresistible fun. Infocom, for Amiga, Apple II, IIGS, Mac, PC, ST.

Blaster Master takes you through eight levels of narrow passageways as you try to find and destroy the Plutonium Boss. In your armored vehicle, you struggle against many kinds of radioactive mutants. Most of them can be killed with your car's weapons systems, but to conquer some you must leave the car and fight on foot. Sunsoft, for NES.

BreakThru puts you in the driver's seat of an armored car as you battle your way through five enemy territories to rescue a stolen top-secret jet fighter. Plenty of fast action and very playable. Data East, for NES.

Bubble Ghost is a gentle arcade-style game in which you guide a bubble-blowing ghost through 35 rooms full of secret objects and hidden passages. Inventive and cute. Accolade, for Amiga, IIGS, PC, 64, ST.

Chessmaster 2000 is one of the most comprehensive and playable computer chess packages available, with 12 levels of play, teaching and

hint modes, 100 classic games, and much more. Software Toolworks, for Amiga, Apple II, IIGS, Mac, PC, ST, and new for NES.

Chuck Yeager's Advanced Flight Trainer is a second-generation flight simulator that puts more emphasis on flying skills than on navigating over interesting territory. A wide variety of aircraft and scenarios. Electronic Arts, for Apple II, Mac, PC, 64.

Commando, the arcade mega-hit that spawned endless clones, retains the intense action that made the original so popular. Super Joe annihilates hordes of terrorists with grenades and a Tommy gun that never runs out of ammo. Data East, for Apple II, IIGS, NES, PC, 64.

Contra is a fast and absorbing military-style fighting game. Scorpion and Mad Dog land in the jungle on a mission to destroy the evil alien overlord Red Falcon. Armed with six kinds of powered weapons, you must cross jungles, snowfields, waterfalls, and fortified bases. You'll face elaborate defensive traps and fanatic alien soldiers at every turn. Konami, for Amiga, NES, PC, 64.

Corporate Raider: The Pirate of Wall Street gives you the chance to take over the arcane art of the takeover and pits any greedy tendencies against your moral scruples. If ever there was a game tailor-made for the computer, this is it. Disturbingly realistic. Cosmi, for PC.

Dark Castle bills itself as "The Decathlon of Death" and it may well be the Mt. Everest of arcade-style action games, requiring the hand-eye coordination of a falcon, steel fingers, and a high tolerance for frustration. A real challenge to players who like this genre. Three-Sixty, for Amiga, IIGS, Mac, PC, 64, ST.

Defender of the Crown is a graphically rich action and strategy game based on civil war in historical England. You



THE HOT 100



have been chosen to lead a group of gallant Saxon knights against the Normans. The ultimate goal is the crown of England. Win, and you gain land, fortune, and your fair maiden. Amiga and PC EGA users, especially, will enjoy the many visual effects. Cinemaware, for Amiga, Apple IIGS, Mac, PC, 64, ST.

Dolphin Sailing Simulator is a thorough sailing simulation, but you'd better have some sailing experience before you try it. Perfect for the landlocked, there are four boats to choose from on a course through the Chesapeake Bay area. Other voyages available. Dolphin Marine Systems, for PC.

Double Dragon is one of the finest games available for those who like their action fast and their enemies relentless. Billy grew up as a streetwise martial arts expert. His girlfriend is abducted by the toughest gang in the city. You'll need all 11 methods of attack, plus the odd weapon, to rescue her. Tradewest, for NES; Arcadia, for Amiga, PC; Activision, for Atari 2600, 7800; Sega.

Earl Weaver Baseball is the World Series of computer baseball games. No matter what level or kind of baseball simulation you're looking for—simple arcade-style action or heavy-duty statistical tracking—you'll find it here. You can play ball with as little or as much control over events and personnel as you wish. New version 1.5 offers playing and graphics improvements. Electronic Arts, for Amiga, PC.

Empire is an award-winning game of global conquest in which you command armies,

fleets, and aerial armadas against a very tough computer opponent. Easy to play, yet ever challenging, it is quite addictive and has earned a deserved reputation as a classic. Interstel, for Amiga, Apple II, IIGS, Mac, PC, 64, ST.

Final Assault was designed for people who want to climb treacherous mountains without risking more than a computer character. Pack your own supplies and set out for the summit of one of six peaks. You have to cross glaciers, scale rock, and climb ice. Epyx, for Amiga, IIGS, PC, 64, ST.

F-19 Stealth Fighter is an exceptionally high-quality simulation of air combat in the Air Force's top secret plane. You fly from carriers or land bases on combat and reconnaissance missions in Libya, the Persian Gulf, the North Cape, and Central Europe. You control virtually everything in this detail-rich, high-tech craft. MicroProse, for PC.

Friday the 13th brings Jason and his hockey mask into your own home. As a counselor at Crystal Lake, you have to keep the children safe—at all costs. Pretty violent, but you have to like a game in which one of the characters is the head of Jason's mother. LJN, for NES.

Galaga was an arcade hit because it gave you bonuses early in the game and thereby provided more action-satisfaction for your quarter. The NES conversion mimics the arcade version quite nicely. Great fun—an updated *Space Invaders*-type game. Bandai, for NES.

Gauntlet is one of the few role-playing games for NES. As one of four adventurers you'll trek through 100 rooms, battling enemies and looking for treasure. A game equally fun for one player or two players in cooperation or competition. Helpful pass-word feature. Tengen, for NES; Mindscape, for Amiga, Apple II, IIGS, Mac, PC, 64, ST.

Ghosts 'N Goblins is an excellent Nintendo game with a moderately good translation to the PC. A gallant knight seeks to rescue his princess from the Devil. Action adventure with a variety of weapons to master. Capcom, for NES, PC.

Guerrilla War lets you overthrow a Third World dictator singlehandedly. Arcade shoot-em-up differs in details from other similar games, but is well done within those limits. Data East, for Amiga, PC, 64, ST.

Gunship features hundreds of missions in four combat zones and puts you at the controls of an AH-64 Apache attack helicopter. With over 35 displays in the cockpit alone, this is a rich simulation with tutorials, maps, scenarios, and fun galore. Microprose, for Amiga, Apple II, PC, 64, ST.

Ikari Warriors takes place in a jungle about to be invaded by an army of two. Paul and Vince have secret orders from the government to destroy the enemy powers. Against all odds, they fight off the revolutionaries, steal their tanks, and blast their way through the enemy gates. It's more fun with two players. SNK, for NES; Data East, for Apple II, PC, 64.

Ikari Warriors II: Victory Road Paul and Vince are sent far into the future to aid Earth against Zang Zip, the War Dog. The weapons and themes are basically the same as in the original game, but the challenges are tougher and the pace faster. There are even electronic voices and audio code signals. SNK, for NES; Data East, for Apple II, PC, 64.

Impossible Mission II is an excellent combination of action, strategy, and puzzle-solving. Elvin Atombeander, evil scientist, is back. And he's threatening the world as we know it. Fighting against time, bombs, robots, and surveillance cameras, you work your way up through his eight-story tower of terror. Epyx, for

Amiga, Apple II, IIGS, PC, 64, ST.

Iron Tank assigns you the command of one of the new super-tanks, a vehicle that bristles with firepower. It's D-Day and the Iron Snake commandos are leading the invasion. You'll need all your weapons to battle your way through the enemy force of armored trains, infantrymen, minefields, giant bombs, computerized tanks, and subs. SNK, for NES.

Jackal is a well-done arcade-action war game in which you drive around in an armored car and blast hordes of enemy tanks, infantry, ships, and armored cars while trying not to get clobbered yourself. Excellent graphics and action on Nintendo systems, somewhat less impressive in the computer versions. Konami, for Amiga, NES, PC, 64.

Jeopardy! lets you find out once and for all how you'd fare as a contestant on the top-rated game show. Play against friends or computer opponents and answer questions in categories from "fairly tales" to "explorers." Game-tek, for NES; Sharnedata, for Apple II, PC, 64.

Jet, in version 2.1, features improved graphics, menus, and speed and flight characteristics. Welcome improvements to a popular flight simulator. Additional scenery disks available. SubLogic, for Apple II, PC, 64.

John Elway's Quarterback has been a popular football game in the arcades, and the new home versions generally offer flexibility of play with a wide range of strategies. Melbourne House, for Apple II, IIGS, PC, 64; Tradewest for NES.

Jordan Versus Bird: One On One is the sequel to one of the most popular athletic simulations of all time: *Larry Bird and Dr. J Go One-On-One*, which has sold over 400,000 copies. The new game offers everything the

earlier program had, plus some extras. There are three games here: Bird vs. Jordan; an Air Jordan slam dunk contest; and a three-point shootout. Electronic Arts, for PC, 64.

The Karate Kid, Daniel-San, must perfect his reflexes, speed, and endurance before going up against the martial-arts ace Chozan, who waits at the end of each level for a man-to-man duel. If you can catch flies with chopsticks (and beat dozens of human foes), maybe you're ready for Chozan. LJN for NES.

Karnov is an arcade-style action game that rewards good hand-eye coordination. You guide Karnov in search of the Treasure of Babylon, stolen by the dragon Ryu. The enemies just keep on coming. Data East, for Mac, NES, PC, 64.

King's Quest IV: The Perils of Rosella is a remarkable addition to the *King's Quest* series. The story has King Graham's daughter on a quest of her own to save the king's life. Wonderful graphics combine with fairy tale and mythological allusions to provide dozens of hours of game play. Sierra On-Line, for Apple II, IIGS, Mac, PC, ST.

Kung Fu Heroes tests your martial arts skills as you fight through dozens of deadly rooms to rescue the Princess Min-Min. A solid action game with challenging mazes and underground bonus rooms. Culture Brain, for NES.

The Last Ninja fights samurai, martial-arts experts, and Kunitoki guards as he struggles through wastelands and wilderness to reach the gardens, dungeons, and finally the inner sanctum of the palace. An exciting martial-arts challenge. Activision, for Apple II, IIGS, PC.

Lee Trevino's Fighting Golf is a thorough and challenging simulation. The control pad becomes a sensitive substitute for a club as you work



your way through sand, wind, and the other hazards of 18 holes. Choose your golfer from a menu of four very different players. SNK for NES.

Legacy of the Wizard is an interesting kind of quest-adventure. In that you must use each member of a family (including the family pet) to explore an underground realm and tame a dragon. Clever idea, well executed design, nice graphics. Broderbund, for NES.

Legendary Wings takes you 20,000 years into the future, to an earth ruled by a super-computer gone amok. The skies are filled with mutant monsters and robot warships, all guarding the machine's underground fortress. Whatever else you do, avoid the gaping mouth of the hideous Giant Head. Capcom, for NES.

The Legend of Zelda is an immensely popular Nintendo adventure game in which you help Link rescue Zelda and save the land of Hyrule. Fascinating and fun. Nintendo of America, for NES.

Life Force drops you into the digestive system of a vast alien entity. A challenging, fast-paced game for one or two players. Konami, for NES, 64.

MagMax is a robot sent to destroy Babylon, a computer brain controlling earth. MagMax is merely a land/air ship until he picks up the legs, head, and wave beam gun that make him a fierce competitor. Fun combination of search mission and shoot the aliens, as the robot looks for his spare parts before he takes on Babylon. FCI, for NES.

Manhunter, New York is a slightly twisted role-playing game in which the player works for a race of sinister alien overlords. An intriguing blend of quest-adventure and arcade gamelets, laced with black humor and a dash of Orwellian satire. Great EGA graphics. Sierra On-Line, for Apple II, IIGS, Mac, PC, ST.

Maniac Mansion involves the player in the eccentric world of Dr. Fred, who is working on brain-sucking experiments. Choose three characters to enter his house and rescue a friend. This complicated adventure evidences a refreshing sense of humor and can be solved several different ways. Lucasfilm, for Apple II, PC, 64.

Mean 18 is a fine golf simulation with 12 famous courses, plus a provision for you to design your own. Options include: play with up to four friends; beginner or expert level; match or medal play; and pro or regulation tees. The game includes realistic graphics and overhead views. Accolade, for Amiga, IIGS, Mac, PC.

Metal Gear out-Rambos Rambo. One of the most fearfully challenging of the many super-warrior/secret mission games for NES. Elaborate maze-like setting and plenty of room for strategy as well as stamina. Ultra/Konami, for Amiga, NES, 64.

Melroid is a very popular Nintendo game in which you guide space hunter Samus through the maze-world of the planet Zebes. Excellent, fast-paced game play. Nintendo of America, for NES.

Mickey Mousecapade brings Mickey and Minnie to life as you lead them through four dangerous levels to rescue a missing friend. You start at the fun house, gathering treasures and weapons to fight off (among others) Pegleg Pete and the evil witch from Snow White. Great fun for the young at heart. Capcom, for NES.

Microsoft Flight Simulator is the

game that first made entertainment software a best-seller on PC and compatible computers. Version 3.0 offers improved graphics, especially with EGA or VGA. Micro-soft, for PC.

Mike Tyson's Punch-Out is one of the most popular Nintendo games ever sold. You battle your way up the ranks of boxing contenders until you get a chance to fight the champ himself. You're Little Mac and can throw jabs, uppercuts, and body shots. Nintendo of America, for NES.

1943 pits a single valiant flier against hordes of enemy planes and ships with more antiaircraft firepower than the Sixth Fleet. Not realistic, but action-packed. Vivid graphics, including nice strafing effect. Capcom, for NES.

Ninja Gaiden promises to become one of the most popular Nintendo games of 1989. Ninja Gaiden is a member of a highly trained secret police force. He can confront any evil with only his sword and Shuriken to protect him. During six rounds he will meet numerous enemy attacks in 20 areas of play. Fast and furious action. Tecmo, for NES.

Ninja Taro is a Nintendo ninja game with some nice touches, including an adorable little title character, unusually clever and amusing monsters, and background art that is startlingly poetic and looks to be based on the woodblock prints of Hokusai. American Sammy, for NES.

Nobunaga's Ambition is a particularly impressive historical simulation. It places you in 16th century Japan as a powerful *daimyo* (lord) attempting to unify warring fiefdoms. An excellent strategy game. Immensely popular in Japan as well as here. Koei, for PC (NES version planned).

Othello is a classic board game that combines the strategy of chess with the

simplicity of checkers. It's played on a 64-square board and the object is to capture your opponent's pieces between your own. You can select a two-player game or play the computer. There are four difficulty levels as well. Acclaim, for NES.

Pac Man is the arcade classic, convincingly recreated for Nintendo machines. Guide Pac-Man through the maze as he eats pellets and pieces of fruit. Stay away from the ghosts Blinky, Pinky, Inky, and Clyde. If you're trapped, eat a power pellet so you can chase the ghosts. Tengen, for NES.

Pete Rose Pennant Fever is a unique and powerful baseball simulation. It's a slick pitcher-batter game, but it also boasts excellent graphics and a vivid recreation of the game via a "camera's eye view" both behind the batter and, after a ball is hit, behind the fielder. Challenging, realistic, well-thought-out. Gamestar, for PC, 64.

Phantasia III: The Wrath of Nikademus is the latest and most ambitious game in one of the most popular fantasy role-playing series in computer gaming. You put together a band of from one to six adventurers with whom you will battle the forces of evil — specifically, Nikademus, the Dark Lord. This game features more options, greater flexibility, and increased playing speed than its predecessors. Strategic Simulations, for Amiga, Apple II, PC, 64, ST.

Pharaoh's Revenge is a classic (yet original) addition to the maze-chase genre. Fully the match of arcade-style games on other computers, *Pharaoh's Revenge* takes you through a maze of ancient passages to find the golden Egyptian ankh. If you liked *Pac-Man*, *Lode Runner*, *Donkey Kong*, or *Mario Bros.*, you'll love this one. Publishing International, for Apple II, PC, 64.

Platoon recreates the dead-

liness and dangers of jungle combat. Through a complex jungle maze, a hideous tunnel, and a bunker — you avoid trip wires, hidden mines, ambushes, trapdoors, and enemy snipers who pop up everywhere. Don't waste ammo; it's not unlimited. Sunsoft, for NES; Data East, for Amiga, Apple II, PC, 64, ST.

The President is Missing is a tough, complex, sophisticated game of intrigue, deduction, and suspense. The terrorist plot involves more than just a few kidnappings — a lot more. Sift evidence (including a 30-minute audio cassette) and separate disinformation from real leads, as the world nears the brink of nuclear war. Don't expect to solve this one in a single weekend. Cosmi, for PC, 64.

PT-109 gets high marks for authenticity. It captures the feel of nighttime action in fast, heavily armed patrol boats. Play single operations or whole campaigns, from the Philippines to the Adriatic. Spectrum Holobyte, for IIGS, Mac, PC, 64.

Rock 'Em! evokes the ambience of the almost-extinct neighborhood pool hall and the leisurely pleasures of the billiard table. Excellent game simulation, along with a fascinating catalog of trick shots you can practice after the computer demonstrates. Accolade, for PC, 64.

Rad Racer is fast and furious road racing, with eight different courses to conquer. Has a 3-D mode. Quite popular. Nintendo of America, for NES.

Rambo, the legendary Green Beret, must rescue American prisoners deep in a hostile jungle. You pass through conversation screens and action screens, while status screens update you on your firepower, energy, and the time remaining in your mission. Some of your enemies are monsters, but you have the skills to deal with them. Acclaim, for NES.

Reach for the Stars, 3rd Edition



is an expanded update of the classic conquer-the-galaxy strategy program from the game pros at Strategic Studies Group. The game uses SSG's charts-and-menus system, and there's a wealth of playing options. SSG (distributed by Electronic Arts), for Amiga, Apple II, IIGS, Mac, PC, 64.

Romance of the Three Kingdoms asks that you undertake the modestly challenging job of unifying medieval China. No Sunday stroll. Start as a provincial warlord and end up as emperor. A classy, sophisticated game that conveys a rich sense of historical texture and teaches fascinating lessons about the realities of power. Koel, for PC.

Selcross is nothing more than a futuristic bike race. Nonetheless, you'll enjoy being at the controls of a space bike, destroying the many alien obstacles and bikers that keep you from rescuing the Petra people. Three zones will just lead you to the BallTank, a deadly armored dinosaur vehicle. FCI, for NES.

Serve and Volley is a fast, furious tennis simulation that requires quick thinking and even quicker reactions. Ball placement, timing, and form will mean the difference between winning and losing. Options include: three difficulty levels; a practice session; three surfaces; choice of strengths; and various serves and returns. Accolade, for IIGS, PC, 64; Jaleco, for NES.

Shadowgate is an excellent graphic adventure, with a fascinating interactive environment and ingenious

puzzles to unravel. Very challenging and well designed. Mindscape, for Amiga, Apple II, Mac, PC, 64, ST.

Shanghai allows you to play the ancient game of Mah Jongg without having to round up other people, although you can play with one or more friends. It's simple to match the stacked tiles and remove them from the board, but winning is not that easy. Engaging, strategic — and habit forming. Activision, for Amiga, Apple II, IIGS, Mac, PC, Sega, 64, ST.

Skate or Die brings home the excitement of "cement surfing." There are radical moves and raunchy settings galore, including a distinctly punk atmosphere. Graphics are good for NES, extra-nice for PC EGA version. Ultra, for NES; Electronic Arts, for IIGS, PC, 64.

Solitaire Royale will gradually absorb all your spare time if you're any kind of card fan. Eight different games for adults and three for children. The good news is that you don't have to shuffle or set up tableaux; the bad news is that you can't cheat. Spectrum Holobyte, for Amiga, Apple II, IIGS, Mac, PC.

Star Trek: The Rebel Universe is a gripping adventure among the advanced worlds and beloved characters of the famous science fiction series. The Klingons are up to their old tricks as they create a renegade zone, full of rebelling starships. Using a telepathic amplifier, they threaten the peace-loving United Federation of Planets. Simon and Schuster Software, for PC, ST.

Tecmo Baseball is well-thought-out, offering room for strategy and a set-up that enables you to play an entire season or a single game. Animation is crisp and reasonably lifelike, especially the pitching. A must for hardcore baseball fans. Tecmo, for NES.

Tetris, a game developed in the Soviet Union, is habit-form-

ing. Place the seven shapes of falling blocks into horizontal rows. When you finish one row, it falls from the screen and the next blocks start falling faster. Simple to learn, but always challenging. Equally good in all formats. Tengen, for NES; Spectrum Holobyte, for Amiga, Apple II, IIGS, Mac, PC, 64, ST.

The Three Stooges are more than willing to assist Ma as Mr. Fleecem, a no-good banker, attempts to evict her (and Mary, Leona, and Cynthia, her three beautiful daughters). To raise funds, the Stooges take a variety of odd jobs, similar to some of their finest shows, such as *Hoi Polloi* and *Punch Drunks*. Lotsa nyucks. Cinemaware, for Apple II, PC, 64; Activision, for NES.

Thud Ridge—part flight simulator and part aerial combat game—puts you in the skies above Vietnam as you fly sorties over Hanoi and fight off swarming Soviet-made MiG jets in your own F-105 Thunderchief fighter-bomber. An interesting simulation with great graphics. Three-Sixty, for PC.

Tiger Heli lets you control the world's most powerful battle-chopper. Your mission: knock out the headquarters of a ruthless enemy nation bent on conquest. You'll engage ever-changing targets as you fly over land, sea, and cities. You have unlimited firepower, so blast away. Acclaim, for NES.

Top Gun will give you the experience, the speed, and the thrill of flying the hot F-14 Tomcat, from takeoff to touchdown. You'll face enemy jets and warships in the first two levels, ground targets in the third. In level 4, they throw everything at you but the kitchen sink—you'll have to be top gun to survive! Konami, for NES.

Track and Field II recalls last fall's Olympic fever. Play 15 games of skill, stamina, and savvy. Challenge an opponent or the computer in pole

vaulting, archery, gymnastics, fencing, swimming, and many other exciting contests. Choose any sport you want, do well, and listen to the cheering crowds. Konami, for NES.

The Train lets you save art treasures from the Nazis, with the help of the French Resistance. Intriguing premise, well thought-out, lots of room for strategy, and plenty of action. Based on splendid John Frankenheimer film of same name. Accolade, for 64, PC.

Universal Military Simulator offers armchair generals the chance to refight actual battles, refight them as you think they should have been fought (or generate your own maps and armies). New scenario discs are being added to the basic set, making this a powerful program indeed. Rainbird, for Amiga, Mac, PC, 64, ST.

Wheel of Fortune is the game show brought to life, complete with your own letter-turner. The child's game of Hangman made glitzy and glamorous. For solo or multiple players. Sharedata, for Apple II, PC, 64; Gametek, for NES.

Where in Europe Is Carmen Sandiego? is a learning tool that actually manages to provide hours of fun as well. You'll be surprised how much geography you'll learn while scouring Europe for a band of art thieves. Broderbund, for Apple II, IIGS, PC, 64.

Winter Games includes four classic winter sports in a challenging action simulation. Try not to lose control in bobsledding. Push yourself to the limit in speed skating. Jump and spin as you complete hot-dog aerial skiing tricks. And learn the precision movements of figure skating. Acclaim, for NES.

Wizardry V: Heart of the Maelstrom is the latest game in the acclaimed *Wizardry* fantasy role-playing adventure series. Beginners and experienced players alike will find plenty to

enjoy in this game. Sir-Tech Software, for Apple II, PC, 64.

Wizards and Warriors takes place in the deadly forest of Elrond, home to the evil wizard Malkil. Guide the warrior Kuros through seven levels of adventure as he tries to free the princess from Malkil's Castle IronSpire. Use the magic sword to battle monsters, killer insects, and the undead (among others). Acclaim, for NES.

Wood & Water Rage offers a rad-bad skate boarding and surfing challenge for Nintendo players. Lots of action, plus excellent color graphics. LJN, for NES.

World Class Leaderboard is world-class golf, played on actual championship courses. Exceptional graphics and a "kids" level of play which allows parents and children to play the same game on two different levels of difficulty. One of the best of its type. Access Software, for Amiga, PC, 64.

Xevious puts you in the cockpit of a futuristic ground-attack aircraft and lets you strafe and bomb everything in sight as targets scroll by under you. An arcade hit that translates well to home screens; no surprises or disappointments in this NES version. Bandai, for NES.

Zak McKracken and the Alien Mindbenders allows you to become a top journalist for the *National Inquisitor*. Journey to Egypt, the Bermuda Triangle, Mars, and other exotic locales in your attempt to stop aliens from turning the population into idiots via the telephone company. Lots of puzzles and lots of fun. Lucasfilm Games, for Apple II, PC, 64.

Zelda II: The Adventures of Link is the sequel to the super hit, *The Legend of Zelda*. You'll be amazed at the depth and challenge of this immense, rich new adventure game. Link once again fights against the powers of darkness in the land of Hyrule. Roam with him



from the North Castle to Death Mountain...and beyond. Nintendo of America, for NES.

Zoomi pits your little Zoomer against a mass of nasty aliens and black holes. Race around different mazes, painting the grids. Finish one and you'll blast off to one of the other 49. Also has a cooperative/competition mode for two players. Moves almost too fast on AT compatibles. Discovery Software, for Amiga, PC, 64.

GP

GAMER'S HALL OF FAME

Have you ever made it all the way to the end of a difficult game, or racked up a higher score than anyone you know?

Here's your chance to reveal your prowess to *hundreds of thousands* of people — and all of them game players like yourself! Each issue, "The Game Player's Hall of Fame" will spotlight a few lucky gamers who have reached new heights of skill and daring. Their pictures will appear on this page along with some background information. And every winner gets a free *Game Player's* t-shirt!

If you're an expert game player, let us know! Send us a photo of yourself, a picture of your best game screen, and some information about yourself. Don't forget to include a telephone number where we can reach you. (Important: If you're under 18, be sure to add a signature from a parent or guardian giving permission for us to print your full name and picture.)

Our first entrants in "The Game Player's Hall of Fame" are some outstanding young people who have been helping us put together our magazines.

Jordan is an avid Nintendo game player whose current favorites include *Double Dragon*, *Zelda II: Adventures of Link*, and *Tecmo Bowl*. He also enjoys computer games on his Commodore 64, such as *Jordan vs. Bird: One on One* and *4th and Inches*. When he's not playing videogames, he's usually playing sports. Jordan is a point guard for a first-place YMCA basketball team, a quarterback and halfback for a football team, and also enjoys playing baseball. He plays drums, and his favorite subject in school is math.



Jordan Age 10

Very sports minded, **Jim** plays soccer with a team that travels throughout North Carolina and Georgia. He also plays basketball in a city recreation league and is a catcher when baseball season rolls around. "He's a real competitor," says his dad. One of Jim's favorite hobbies, besides playing Nintendo games, is collecting baseball cards. Jim is also a good student at school, where he enjoys learning French and playing trumpet. He likes to build things in his dad's workshop and is thinking about becoming an engineer someday.



Jim Age 12

Jonathan is one of our professional game testers at *Game Player's* magazine. His job is to play various videogames — often for hours at a stretch — so we can bring you the best game coverage possible. On a typical day, for example, he might spend the whole afternoon fighting street punks and mobsters in the Nintendo version of *Double Dragon*. Jonathan is a college student at the University of North Carolina at Greensboro, majoring in finance.



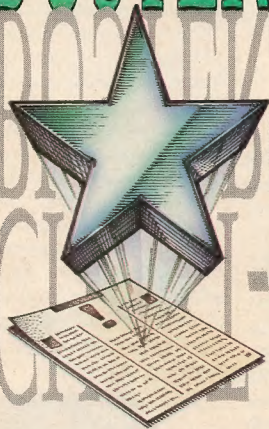
Jonathan Age 19

Jennifer was a great help to us with this issue's "Nintendo Game of the Month." Jennifer's hobbies include horseback riding, her dog Frenchie, and serious Nintendo playing. She and her little sister, Elizabeth, really enjoy their Nintendo Power Pad. (Maybe in a future issue she'll help us with a Power Pad review!) Jennifer is an A student in school, and her favorite classes are reading, art, and science. Her favorite musical instrument is an electronic keyboard synthesizer.



Jennifer Age 9

CHART- BUSTERS



READERS' POLL: NINTENDO AND SEGA TOP TEN!

Here's your chance to let other Nintendo and Sega game players know your favorite games! Send us a card or letter listing your top three Nintendo and/or Sega games. We'll print Top Ten lists for both Nintendo and Sega systems in an upcoming issue!

Send your Top Ten picks to Readers' Poll, *Game Player's*, P.O. Box 29364, Greensboro, NC 27429.

A sampler of some of the most popular computer games, from several current bestseller lists.

SPA PLATINUM

(Computer games with more than 250,000 copies sold, as certified by the Software Publishers Association; includes only participating member companies. Listed in alphabetical order.)

California Games

(Epyx)

Chuck Yeager's

Advanced Flight Trainer

(Electronic Arts)

Dr. J and Larry Bird Go

One On One

(Electronic Arts)

F-15 Strike Eagle

(MicroProse)

Gunship

(MicroProse)

Hardball

(Accolade)

Hitchhiker's Guide to the

Galaxy

(Infocom)

Karate Champ

(Data East)

Karnov

(Data East)

Lode Runner

(Broderbund)

Pinball Construction Set

(Electronic Arts)

Ring King

(Data East)

Silent Service

(MicroProse)

Skyfox

(Electronic Arts)

Summer Games I

(Epyx)

Test Drive

(Accolade)

Where in the World Is

Carmen Sandiego?

(Broderbund)

Winter Games

(Epyx)

ZORK I

(Infocom)

BABBAGE'S TOP TEN

(Provided by the Babbage's chain of software stores.)

1. Double Dragon

(Arcadia)

2. Jordan vs. Bird: One On

One (Electronic Arts)

3. F-19 Stealth Fighter

(MicroProse)

4. Test Drive

(Accolade)

5. Where in the World Is

Carmen Sandiego?

(Broderbund)

6. King's Quest IV

(Sierra)

7. Pool of Radiance

(SSI)

8. Microsoft Flight

Simulator

(Microsoft)

9. Where in the USA Is

Carmen Sandiego?

(Broderbund)

10. Grand Prix Circuit

(Accolade)

SOFTWARE ETC.

(Provided by the Software Etc. retail chain.)

1. Microsoft Flight Simulator

(Microsoft)

2. Kings Quest IV

(Sierra)

3. F-19 Stealth Fighter

(MicroProse)

4. Leisure Suit Larry II

(Sierra)

5. Jordan vs. Bird: One On

One (Electronic Arts)

6. Battlehawks 1942

(Lucasfilm)

7. Jack Nicklaus' Golf

(Accolade)

8. Pool of Radiance

(SSI)

9. Heroes of the Lance

(SSI)

10. Battle Chess

(Interplay)



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